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Legaia 2 Duel Saga

レガイア デュエルサーガ

Prima's Official Strategy Guide

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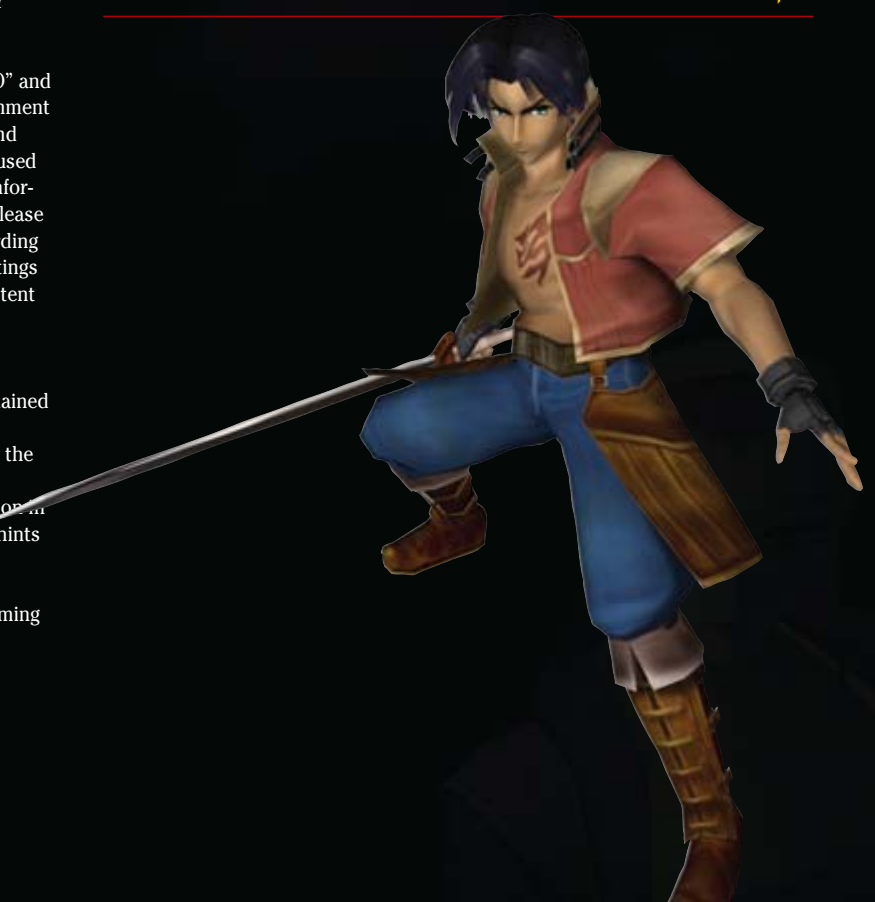


Introduction

The world of *Legaia 2* is fraught with danger yet brimming with treasure and reward. This beautifully realized game chronicles the adventures of Lang, a young warrior of the wilderness town of Nohl. When the Aqualith—a life-giving stone that provides Nohl's water supply—is stolen, Lang must venture beyond his quiet hamlet and into the fierce and unforgiving world to retrieve it.

About Legaia

Mystics

Among the race of men are those born with a rare and powerful gift—a second soul. A unique mark upon the flesh bears testament to this shared spirit. Known as Mystics, these beings share close ties with the essence and power of all life. Within each lies an Origin, an embodiment of an aspect of nature.

Mystics have long been persecuted by frightened humans, who see their rare gifts as an abomination. Not long ago, villages and entire cities were violently purged of Mystics in a series of murderous rampages.

Origins

Origins are an embodiment of nature. They share the body of a Mystic and rise from the flesh when called upon. These powerful beings harness the essence of an attribute of nature and use this essence for healing, battle, or enhancement. The Origin's powers depend on each one's elemental aspect. Fire tends to be destructive, Earth, protective, and Life, restorative.

NOTE

The Origin's ability to manifest these extraordinary powers is not infinite. Healing, destroying, protecting, or enhancing expends energy. This energy is measured in Magical Points (MP). When all MP is used up, an Origin can no longer use special abilities.

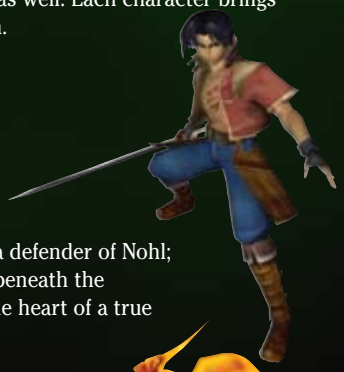
Kabel

The Kabel were an ancient race with a mastery of magic. They plumbed the foundations of the universe and created fantastic wonders that survive to this day. However, at the height of their power, the Kabel were destroyed in a fierce war with humankind. Nothing remains of this once great civilization save distant memories and a few scattered relics.

Characters

Central to your party is young Lang. He participates in every battle. Lang encounters Maya and Kazan on his journeys. Later in the game, both Sharon and Ayne join the party as well. Each character brings unique abilities and a powerful Origin.

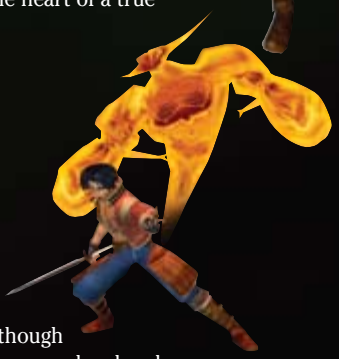
Lang



Age: *17*
Height: *5'7"*
Weight: *147*
Weapons: *Sword*

Land was raised to be a warrior and a defender of Nohl; he is quite brash and impulsive. But beneath the inexperienced exterior beats the noble heart of a true champion.

Galea



Flaming Fist
Flame Crest
Hellfire Wings
Final Flash
Blazing Smash

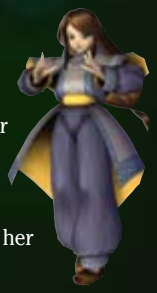
The Origin of Fire is among the most powerful in existence. Galea can use a variety of combat-oriented powers, laying waste to almost any enemy. Although impulsive and inexperienced, Galea proves a loyal and valuable ally to Lang. As the game opens, Lang has no knowledge of or access to his second soul Galea.

Galea can smash through rocks and other obstacles. If faced with an obstruction while in a dungeon, press ■ to call upon Galea's power.

NOTE

To cycle through characters on the Dungeon screen, press R2 or L2.

Maya



Age: *14* **Height:** *5'1"*
Weight: *103* **Weapons:** *Magic*

Maya is an enigmatic young woman who possesses the power of the ancient Kabel. This power manifested itself violently in her youth, resulting in the death of her parents. Since this horrible event, Maya has been unable to utter a single word. When Maya is first encountered, she has no access to any of her latent magical abilities.

Rivas

Life Blessing *Life Heal*
Solar Guidance *Gospel*
Glorious Mercy

Rivas is the Origin of Life, with a variety of potent powers to restore the body and revitalize the spirit. She has no offensive abilities, but can heal any injury, cure any ailment, and bestow the blessings of heaven upon the worthy. When Maya is first encountered, Rivas is fully awakened but capable of using only her Life Blessing power.

Rivas can infuse new life and vitality into almost any living thing. In dungeons, she can cause creeping vines to grow high along a cliff face or ignite the innate energies of glowing moss. When faced with a vine, pedestal, or urn that looks withered, press ■ to call upon Rivas's power.

Kazan

Age: *60* **Height:** *6'5"*
Weight: *229* **Weapons:** *Bare fisted*

Kazan was once a renowned swordsman, known for expertise in the Sky Fang school of fighting. But tragedy and time have worn at this noble warrior. Renouncing the way of the blade, Kazan now fights with his bare hands. When you encounter Kazan, he is slowly relearning the art of combat and does not possess any of the special techniques he had mastered as a swordsman.

Deva

Earth Energy *Earth Protector*
Earth Charge *Earth Rage*

Deva is the Origin of Earth, with a combination of offensive and enhancing powers. Most of Deva's abilities call upon the explosive power of the earth. The ground can swallow up enemy forces when Deva's power is brought to bear. When Kazan is first encountered, Deva is fully awakened but has access only to his Earth Energy power.

Deva has a twofold special ability related to his mastery of the earth. He can draw great columns of stone out of patches of bare rock. Further, loose mounds of earth allow Deva to propel Kazan high into the air. Use both of these abilities to ascend cliff faces or other steep surfaces. When faced with a circular dirt or stone patch in a dungeon, press ■ to call upon Deva's power.

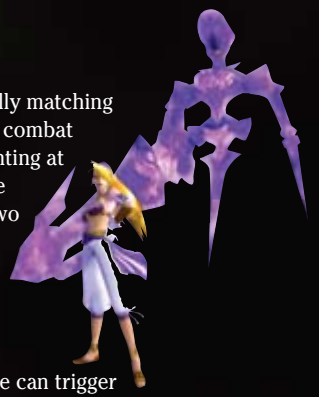
Sharon

Age: *20* **Height:** *6'0"*
Weight: *132* **Weapons:** *Saber*

Sharon is agile and sassy, wielding a deadly scimitar and quick wit. She is the daughter of a renowned pirate, and she struggles to fill her father's shoes as the captain of the *Bloody Hawk*. When Sharon is first encountered, she is already a skilled swordswoman, but doesn't know any special fighting skills.

Arrode

Lightning Arrow *Thunder Serpent*
Thunderbolt Bow



Arrode is the Origin of Lightning, beautifully matching Sharon's crackling banter. This Origin has combat attacks only, projecting the essence of lighting at her enemies with deadly precision. Arrode weakens easily, requiring rest after only two or three castings of her most powerful abilities.

Arrode can trigger Thunder Switches. These switches often protect valuable caches of items or unlock new areas of a map or dungeon. When you come across a Thunder Switch, press ■ to activate Arrode's special powers.

Ayne

Age: *23* **Height:** *8'8"*
Weight: *643* **Weapons:** *Axe*

Ayne belongs to an elusive race of secretive giants that reside on Jinga. These giants usually never interact with the outside world, but Ayne is forced to join the party to protect his people. Although intimidating in his immensity, Ayne is among the most gentle of creatures—unless in combat.

Gaia Powers

Gaia Spirit *Firebeast Spirit*
Wind God Spirit *Thunder Spirit*
Holy Tree Spirit *Victory Spirit*

Ayne lacks a specific Origin, but he has a unique relationship with the earth itself. Through this sacred bond, Ayne can enhance and protect not only himself, but every member of the party.

Use Ayne's strength to lift or push large, heavy objects. If a stone block or recessed chest is found, press ■ to flex Ayne's muscles.

Controls

Game Controls

Button	Field and Menu Screens	Battle Menu
✕	Enter command/Talk/Examine	Enter command
▲	Cancel command/Go back one window	Cancel command
O	Open Menu screen/Display item description	Display Art List when entering Art Commands
■	Perform Origin Actions/Display Sort menu on the Item screen/Unequip accessory	N/A
R2 L2	Change character(Dungeon Maps only)/	N/A
R1 L1	Page down/Page up (to scroll up and down quickly)	Page down/Page up in Art List or Item List
SELECT	Display description of the item indicated by the cursor	N/A
Directional Buttons	Move Character (Walk)	Enter/Select Command
Left Analog Stick	Move Character (Run)	Enter/Select Command
Right Analog Stick	Used in minigames	N/A

Menu Screen

From the Menu screen, you can access various information about any character in your party.

Items

This screen lists all treasures, items, materials, weapons, food, and so on that you collect. These items can be listed in the order they were acquired, alphabetically, or by type. There are also five different categories of equipment view including All Items, Recovery Items, General Items, Equipment, and Others. Use the five icons at the top of the Items screen to access these categories.

Origin

This displays all information related to the Origins, including level, powers available, and how much strength each possesses (represented by MP).

Equip

The Equip screen grants you a full list of all weapons and equipment presently used by each party member. Item effects and the weight of each piece are listed. Use this screen to change what each character uses and to gauge the effectiveness of various equipment combinations.

Status

Status is among the most common screens you will use. Find information on virtually anything related to your character, including stats, equipment, recipes, skills, and Origin powers. Cycle through characters with R2 and L2. Cycle through the various status menus with the left and right directional buttons.

Skills

When accessories are equipped, they carry certain skills. One skill is always available with each accessory, although most accessories have latent skills that must be developed through experience before you can use them. There are two unique categories that can be controlled and accessed here—Offensive and Defensive Skills.

Only one Offensive Skill and one Defensive Skill can be selected at a time. When you equip a character with an accessory that has an Offensive or Defensive Skill, you must select that skill or it cannot be used. The default status for these skills is "None" unless otherwise selected.

Offensive Skills carry special offensive benefits. Examples include doing extra damage or stealing items, HP, or MP. Defensive Skills offer special defense capabilities. When these skills are activated, you can erect special barriers or shields, replenish HP, or cure Abnormal Statuses. To trigger a Defensive Skill, put your character in Guard mode while in combat.

Config

The Config screen allows you to customize a variety of game features, such as sound quality, display speed, or vibration control.

Order

In combat, only three of your characters can engage the enemy at any one time. Lang is always one, but you choose the other two. Characters are separated into two groups—Active and Reserve. Active characters appear in horizontal tiles along the screen's right side. Reserve characters appear in a single vertical tile on the screen's left. To change your party order, highlight the picture of a character in the Reserve tile, then use the Directional buttons to carry the icon over to the Active tiles to the right.

Combat

In combat, the first screen you access is the Battle screen. Choose tactics, targets, attacks, or flee from combat entirely.

Battle Basics

Elements

There are four basic elements: Earth, Water, Fire, and Wind. There are also Light, Dark, Void, and Thunder. Except for Void and Thunder, each element has an opposite: Earth and Wind, Water and Fire, and Light and Dark. If you attack the enemy with the element opposite its basic nature, you inflict increased damage. However, if you attack with the same element as the enemy's basic nature, the damage is decreased. Similarly, wear armor of the same element as that of the enemy's attack, and you reduce the amount of damage you receive.

Art Blocks

Art Blocks are the number of moves you can perform in a single turn. The more Art Blocks a character possesses, the more complex his or her attacks become. As a character rises in experience, his or her number of Art Blocks also increases. The rate of increase is different for every character.

ART BLOCKS	LANG	MAYA	KAZAN	SHARON	AYNE
3	Lvl 2	N/A	N/A	N/A	N/A
4	Lvl 9	N/A	N/A	N/A	N/A
5	Lvl 15	Lvl 17	N/A	N/A	N/A
6	Lvl 21	Lvl 26	N/A	N/A	N/A
7	Lvl 27	Lvl 34	Lvl 26	N/A	N/A
8	Lvl 33	Lvl 43	Lvl 32	N/A	Lvl 46
9	Lvl 39	Lvl 53	Lvl 38	N/A	Lvl 53
10	Lvl 46	Lvl 66	Lvl 44	Lvl 37	Lvl 62
11	Lvl 53	Lvl 80	Lvl 50	Lvl 43	Lvl 73
12	Lvl 60	Lvl 95	Lvl 56	Lvl 49	Lvl 84
13	Lvl 69	—	Lvl 63	Lvl 55	Lvl 95
14	Lvl 78	—	Lvl 70	Lvl 61	—

Battle Tips

- *Finish off one enemy before attacking another. The sooner you dispatch an enemy the sooner you eliminate the threat of that attack.*
- *Experiment with new Art combinations.*
- *Use Arts whenever possible.*
- *Don't underestimate the power of AGL (determines who strikes first). If your party attacks first, the enemy will probably be eliminated before it can respond.*
- *Whenever possible, match up the elemental attribute of your attack with the opposite attribute of the opponent you face.*
- *String together Arts with identical openings and closings to execute more Arts in fewer moves. For example, you can use the Raging Fang, Thunderflash, and Thunder Moon Arts in a 7-move sequence of ↑, ↓, ↑, ↑, ↑, →, → instead of the normal 11 moves required for these Arts individually.*
- *Size does matter. Aim low for smaller ground-based enemies, or aim high for creatures that hover above the ground.*
- *Use Origin attacks, especially Flame Fist, to take care of large groups of Water-based enemies. Flame Fist is a very MP cost-effective way to quickly destroy enemies.*
- *Camp whenever possible to restore your party's HP and MP.*
- *Heal between battles. After a battle, use Heal Leaves, Powders, and Bottles to restore your lost HP.*
- *Carry an ample supply of every kind of potion for Abnormal Statuses. If a shop offers a new potion, buy it in large quantities. Chances are, you will face creatures who use the Abnormal Status that the new potion counters.*

Battle Screen

The Battle screen is your first step in combat and gives you numerous choices including Tactics, Battle, Auto, and Run. Each selection offers various combat options.

Opening of Battle

Encounters begin in one of three ways. The first and most common is standard combat. In this scenario, combat progresses normally, with both sides attacking in the order of their AGL levels.

The second scenario is a preemptive attack, where your party gets a full turn of free attacks before the enemy can respond. Use Identify scrolls, initiate healing, or consume upgrade potions. Until attacked, the enemies usually don't notice your presence.

Opening of Battle cont.

The final scenario is an ambush. Here, your party is hammered for a full turn before they can respond. This may include the use of special attacks that render key characters immobile or unconscious.

Tactics Screen

Choose which tactics your characters will follow when put on Auto. Assign each character a tactic according to his or her unique circumstance and skills set.

Aggressive Attack

You burn through AP with this battle tactic. Hyper Arts and high-damage Super Arts are standard fare whenever your character attacks. Although this quickly wipes out enemies, Aggressive Attack also leads to a rapid depletion of your AP reserves. Reserve this attack for the more powerful opponents.

Standard Attack

This attack type uses a broad range of attacks, from no Art Strikes, to Normal, Super, and even Hyper Arts. AP is depleted slowly as this combat strategy continues.

Recover

With this tactic, your characters attack conservatively and replenish their HP as they use a combination of Normal and Super Arts. Use restorative items or Origin powers while your characters act under this tactic. Use this strategy when battling the weak creatures that Auto Combat was designed for.

Recover/AP Up

This tactic encourages your characters to use Normal Arts to replenish your AP stores. Use restorative items or Origin powers while your characters are acting under this battle strategy.

Battle

These controls are the ones most often accessed during combat. You have four choices—Item, Attack, Guard, and Origin.

Item Screen

Any item used in combat is available here. Access your potions, combat scrolls, and restorative items. You will access your restoratives the most—Heal Leaves, Magic Powers, and Revival Elixirs.

Attack Screen

Choose the specific attacks or Arts you intend to use in combat. *Legaia 2* uses a unique "Tactical Arts System." Use the directional buttons to enter Attacks, and they register in the Art Block boxes. ↑ indicates a high-aimed shot. ← and → indicate level shots across the midsection. ↓ indicates a low-aimed shot. Tailor your attacks to the size of the enemies.

To use Arts, enter the sequence of attacks that matches the Art attack you wish to use. For example, to initiate Blue Moon Buster, use the directional buttons to enter the following sequence: →, ↓, →. The more complex and powerful the Art, the longer the sequence.

Press ● to display a character's Art abilities. Press ● to activate a Selector icon, then choose the Art that you want to use; it is automatically entered into the Art Block boxes.

Combat

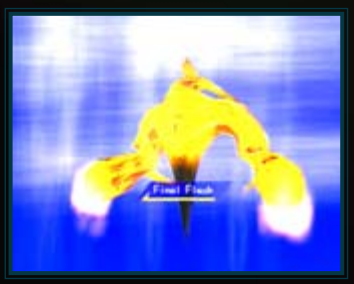
Art attacks can be combined and strung together to conserve Art Blocks. For example, you can use the Raging Fang, Thunderflash, and Thunder Moon Arts in a 7-move sequence of ↑, ↓, ↑, ↑, ↑, →, → instead of the normal 11 moves required for these Arts individually. Use the moves of one Art to get a head start on the next.

NOTE

You can combine the first moves and the last moves of Normal and Super Arts with other Arts. Only the last moves of Hyper Arts, however, can be combined with other Arts. That is because the first part of a Hyper Art is its core. Note that Maya cannot combine Normal or Super Arts, either.

Guard

Guarding reduces the amount of damage that a character receives and reduces the probability that the character will be hit. However, if a character is attacked before initiating Guard mode, he or she cannot defend against that attack.



Origin Screen

This screen allows you to control the use of Origins in combat. You can use the majority of Origin powers only during battle. The only exception is the use of Maya's restorative powers.

Run

You can attempt to flee from combat, but you may not always be successful. If you catch the enemy by surprise, you usually can slip away before they notice you. However, when fleeing from particularly powerful monsters, the first or second attempts are often fruitless. An unsuccessful attempt to run results in one turn of being hammered by your enemies.

The primary factor influencing your ability to flee is the overall CHA level of your party. The higher the average level, the higher the chance of escape.

NOTE

Your party cannot run from boss battles.

TIP

Items such as Flag of Retreat greatly increase your chance of retreating from powerful enemies.

Auto

Auto initiates the attack strategies that you set up in the Tactics menu. This is a great way of speeding through battles that are sure to be an easy victory.

Origin Power

Each character has a unique Origin. Each Origin is capable of various abilities—some tremendously destructive, others merciful and healing. The following charts indicate which powers are available to which Origins.

Every Origin power consumes a certain number of Magic Points, or MP. The more powerful the ability, the more MP it consumes. When all MP is consumed, a character lacks the strength to use Origin powers. To restore MP, rest at camp or use items such as Magic Powder, Magic Bottle, or Magic Potions. Certain items also allow you to steal MP from enemies in combat or replenish your supply as you move through a dungeon.

Explaining Stats

Origin Power: *Indicates which power is being used.*
MP Cost: *How many Magic Points (MP) are expended when using this Origin power. Use certain accessories, equipment, or potions to modify the amount.*
Origin Level: *Level of experience an Origin must attain before it can access a particular ability.*
Type: *Three basic Origin power types: Attack, Enhance, and Restore. Attack indicates a direct damage combat power. Enhance boosts character stats and abilities. Restore heals and revives.*

NOTE

Lang's Origin abilities have the element of Fire. Kazan's Origin attacks carry the element of Earth. Every Origin attack available to Sharon is enhanced with the power of Thunder.

Lang's Origin Powers (Galea)

Origin Power	MP Cost	Origin Level	Type	Description
Flaming Fist	32	1	Attack	Concentrated flame power with a blazing punch
Flame Crest	48	16	Enhancement	Boosts fighting spirit and attack power
Hellfire Wings	64	25	Attack	An airborne, earth-scorching blaze from hell
Final Flash	96	34	Attack	Powerful enough to crush an entire planet
Blazing Smash	150	44	Attack	A focused flame blast scorches all enemies

Maya's Origin Abilities (Rivas)

Origin Power	MP Cost	Origin Level	Type	Description
Life Blessing	16	1	Restore	A soft and merciful light restores HP
Life Heal	22	12	Restore	Restores HP and cures Abnormal Statuses
Solar Guidance	34	22	Restore	A spirit-borne light that revives and restores HP
Gospel	46	33	Enhancement	A heavenly voice grants a blessed status
Glorious Mercy	68	44	Restore	A life-giving glow restores full HP

Kazan's Origin Powers (Deva)

Origin Power	MP Cost	Origin Level	Type	Description
Earth Energy	48	1	Attack	Deva's power smashes the enemy into the ground
Earth Protector	64	27	Enhancement	Earth's strength raises defensive power
Earth Charge	80	34	Attack	Deva rises and charges the ground
Earth Rage	120	44	Attack	Crushes the enemy under an enormous boulder

Sharon's Origin Powers (Arrode)

Origin Power	MP Cost	Origin Level	Type	Description
Lightning Arrow	80	1	Attack	An enveloping maelstrom of light and thunder
Thunder Serpent	100	35	Attack	Snakes across the ground to strike the enemy
Thunderbolt Bow	120	44	Attack	A bolt from the blue that strikes like a meteor

Ayne's Abilities

Origin Power	MP Cost	Origin Level	Type	Description
Gaia Spirit	40	1	Enhancement	Raises defense for several turns
Firebeast Spirit	46	40	Enhancement	Raises attack for several turns
Wind God Spirit	54	50	Enhancement	Raises Art Blocks for several turns
Thunder Spirit	62	52	Enhancement	Raises special defense for several turns
Holy Tree Spirit	78	54	Enhancement	Cures Abnormal Statuses for several turns
Victory Spirit	85	57	Enhancement	Raises all stats for several turns

Arts

Arts are special combat techniques that are much more powerful than ordinary attacks. Arts can consume or generate Art Points (AP). Normal Arts create AP, while Super, Hyper, Variable, and Miracle Arts consume AP.

Normal Arts

Normal Arts are special attacks that increase AP. Normal Arts inflict more damage than ordinary attacks. Almost all Normal Arts must be learned through trial and error[EM]there are no manuals, scrolls, or teachers to instruct you.

Art Points (AP)

Art Points (AP) measure your strength and stored-up energy for raw combat. Certain maneuvers and techniques increase Art Points, while others consume them. Use Normal Arts to replenish your AP; Super, Hyper, and Mystic Arts deplete your AP reserves.

Use a combination of Normal, Super, and Hyper Arts to economize your AP. You can take advantage of the damage-amplifying effects of Super and Hyper Arts, while consistently replenishing your AP stores with the use of Normal Arts.

Super Arts

Super Arts are attack types that expend AP. They inflict more damage than Normal Arts and often come with beneficial after-effects. Using Super Arts eventually expends your entire AP reserves. Combine Super Arts with Normal Arts to maintain your AP.

Hyper Arts

Hyper Arts are among the most powerful attacks that your characters can use. They expend a tremendous amount of AP, but inflict horrific damage. Unlike other Art Types, you can't learn a Hyper Art until you uncover its secret. Sometimes they are taught by other characters, people that you meet, or most commonly, from sacred scrolls and texts. Also learn Hyper Arts by mastering other Hyper Arts. Many new Hyper Arts are unlocked once you accumulate more than 100 Art EXP from a lesser Hyper Art through frequent use.

Variable Arts

Variable Arts are incredibly powerful attacks involving two characters and completely obliterate most opponents. However, they use up most of your AP reserves.

There are two kinds of Variable Arts—Opening Moves (O) and Finishing Moves (F). When using Variable Arts, one character must initiate an Opening Move while the other completes the attack with a Finishing Move. Match up Opening Moves and Finishing Moves to initiate a truly devastating attack.

NOTE

Only the six-move Variable Art can be entered when using this dual attack. If you attempt to include additional moves after the Variable Art, the dual attack cannot be initiated.

Mystic Arts

Mystic Arts are the most powerful available. However, to initiate these Arts, the character must have less than 50 percent HP and they must have 100 AP and MP available.

Art Lists

Interpreting Stats

Art Name: *Provides the name of the Art to be used.*
Art Type: *Signifies which type of Art is to be initiated—Normal, Super, Hyper, Variable (O)pening Moves, Variable (F)inishing Moves, or Mystic.*
AP: *How many Art Points are replenished or expended with the use of each Art.*
Combination: *Certain button combinations must be used to initiate an Art.*
Effect: *Many Arts also have additional effects or carry elemental attributes.*
Learned: *Hyper Arts are typically learned from specific sources. The information here tells more about where Hyper Arts can be found.*

Another way of learning Hyper Arts is through experiences. Every time you perform a Hyper Art, you earn a set amount of Art EXP. When you've accumulated 100 points of Art EXP through the use of a particular Hyper Art, new Hyper Arts often become available.

Lang's Arts

ART NAME	ART TYPE	AP	COMBINATION	EFFECTS	LEARNED
Flaming Sword	Mystic	-100 (-100 MP)	↑, →, ↓, ←, ↑, →, ↓	None	N/A
Solid Strike	Variable (F)	-80	←, →, ←, ↓, ↑, ↓	None	N/A
Airborne Fury	Variable (O)	-80	↓, ←, ↑, →, ↓, ←	None	After returning Aqualith, go to Hunter's Woods
Sleeping Dragon	Hyper	-60	←, ↑, →, ←, ↓, ↑	None	Boss battle in Wind Tower
Thunder Sky	Hyper	-50	↓, ←, ↓, →, ↑		100 Art EXP with Divine Bolt
Sky Fang	Hyper	-50	↑, ↓, →, ←, ↑	None	100 Art EXP with Roaring Fang
Divine Bolt	Hyper	-40	↑, ↓, ↓, →	None	After returning Aqualith, go to Hunter's Woods
Roaring Fang	Hyper	-40	↑, →, ←, ↑	None	100 Art EXP with Raging Fang
Raging Fang	Hyper	-30	↑, ↓, ↑	None	Scroll in Cave of Trial
Moonflower	Super	-32	→, ←, ↓, ←, →	Sleep	N/A
Thunder Moon	Super	-24	↑, ↑, →, →	Paralysis	N/A
True Moon Slash	Super	-24	↑, ↓, ↓, ↑	None	N/A
Red Whirlwind	Super	-24	↓, ↑, ↑, ←	Stun	N/A
Sandstorm	Super	-16	→, ←, →	None	Taught by Galvan
Rabid Attack	Normal	+24	↓, ↑, ↓, ←, →	None	N/A
Battle Flash	Normal	+24	↑, ↓, ↓, ←, →	None	N/A
Wind Blade	Normal	+24	←, →, ↓, ↑, ←	None	N/A
Chaos Strike	Normal	+20	↑, ↓, →, ↑	None	N/A
Shadow Split	Normal	+20	←, →, ↑, ←	None	N/A
Demon Thrust	Normal	+20	↓, ↓, ↓, ←	Stun	N/A
Thunderflash	Normal	+20	↓, ↑, ↑, ↑	None	N/A
Mountain Crusher	Normal	+16	↑, →, ↑,	None	N/A
Blade Dance	Normal	+16	↓, ←, ←	None	N/A
Hawk Stroke	Normal	+16	←, ↓, ↓	None	N/A
Blue Moon Buster	Normal	+16	→, ↓, →	None	Taught by Galvan

Kazan's Arts

ART NAME	ART TYPE	AP	COMBINATION	EFFECTS	LEARNED
Fists of Stone	Mystic	-100	↓, →, ←, ↑, →, ←, ↓	None	N/A
Demon Crusher	Variable (O)	-80	↑, ←, ↓, →, ↑, ←	None	After returning Aqualith, go to Hunter's Woods
Fatal Impact	Variable (F)	-80	→, →, ←, ←, ↓, ↑	None	N/A
Ultimate Fury	Hyper	-60	↑, ←, →, ←, ↓, ↓	None	100 Art EXP with Hyper Blast
Skyshaker	Hyper	-50	↑, ←, →, ↑, ↓	Instant Death	100 Art EXP with Earthshaker
Hyper Blast	Hyper	-50	↑, ←, →, ↓, ↓	Blind	Scroll at Phorchoon Gambling Hall
Earthshaker	Hyper	-40	→, ←, ↑, ↑	None	Conversation with Gyne in Tanza at Hot Spring Inn
Fists of Glory	Hyper	-40	←, ←, →, ←	None	100 Art EXP with Fists of Rage
Fists of Rage	Hyper	-30	←, ←, ←	None	Scroll in Sewers
Cannon Blast	Super	-32	↑, ↑, ←, ↓, →	Stun	N/A
Deadly Hands	Super	-24	↑, ↓, →, ↑	None	N/A
Iron Fists	Super	-24	↑, →, ←, ←	None	N/A
Aerial Attack	Super	-24	←, →, ↓, ↑	None	N/A
Fever Wind	Normal	+24	↓, ←, ←, ↓, →	None	N/A
Goblin Dance	Normal	+20	→, →, ←, →	None	N/A
Jawbuster	Normal	+20	→, →, ↑, ↑	None	N/A
Double Fists	Normal	+20	↓, ↓, ↓, ↑	None	N/A
Double Kick	Normal	+20	↓, ↑, ↑, ↑	None	N/A
Moon Splitter	Normal	+16	↓, ←, →	None	N/A
Critical Thrust	Normal	+16	↑, →, →	None	N/A
Lightning Kick	Normal	+16	←, ↑, ↓	None	N/A

Maya's Arts

ART NAME	ART TYPE	AP	COMBINATION	EFFECTS	LEARNED
Forbidden Rite	Mystic	-100	↓, ↑, →, ↓, ↑, ←, ↓	None	N/A
Pyro Fury	Variable (O)	-80	→, ←, ←, ↑, ↓, →	Fire Attack	N/A
Shockwave	Variable (F)	-80	←, →, ↓, ↑, ←, →	Thunder Attack	N/A
Nether Gate	Hyper	-60	↓, ↑, ←, →, ↓, ↓	Dark Attack	Boss battle at Demiurge Tower
Dancing Flames	Hyper	-50	←, ←, ←, ←, ←	Fire Attack	Scroll from Volcanic Isle
Raging Sky	Hyper	-40	↑, ↑, ↑, ↑	Thunder Attack	Defeat Storm Idol at Thunder Mines
Dust to Dust	Hyper	-40	↓, ↓, ↓, ↓	Earth Attack	Scroll from Kabel Ruins
Absolute Zero	Hyper	-40	→, →, →, →	Water Attack	Scroll from Forest Maze
Big Bang	Hyper	-40	↓, ↑, →, ←	Light Attack	During battle with Zoan Stoara
Meteor Storm	Super	-32	↓, ←, ←, ←, →	Fire Attack	N/A
Spirit Storm	Super	-24	↑, →, ↑, →	Dark Attack	N/A
Ballistic Light	Super	-24	↓, ↓, ←, ←	Light Attack	N/A
Gravity Crush	Super	-24	↓, ↑, ↓, ↓	Earth Attack	N/A
Blizzard Blast	Super	-24	↑, ↑, →, ↑	Water Attack	N/A
Skysplitter	Super	-24	←, ←, →, ←	Thunder Attack	N/A
Toxic Cloud	Super	-16	→, ↑, ↓	Wind Attack	N/A
Ice Pyre	Normal	+20	→, →, ↓, ↓	Water Attack	N/A
Aqua Spear	Normal	+20	→, ↓, ↑, →	Water Attack	N/A
Nova Heat	Normal	+20	←, ↑, ↑, ←	Fire Attack	N/A
Magma Mayhem	Normal	+20	←, ←, ←, ↓	Fire Attack	N/A
Inferno	Normal	+16	←, ↓, ←	Fire Attack	N/A
Blind Fury	Normal	+16	←, ↑, →	Light Attack	N/A
Ice Floe	Normal	+16	↑, →, →	Water Attack	N/A
Dark Disaster	Normal	+16	↓, ↓, ↑	Dark Attack	N/A
Bed Rock Buster	Normal	+16	↓, →, ↓	Earth Attack	N/A
Thunderhead	Normal	+16	→, ↑, ←	Thunder Attack	N/A
Wind Blade	Normal	+16	→, ←, ↑	Wind Attack	N/A

Sharon's Arts

ART NAME	ART TYPE	AP	COMBINATION	EFFECTS	LEARNED
Apokolips	Mystic	-100 (MP -100)	↑, ↓, ←, →, ↑, ↓, ↑	None	N/A
Splash Rave	Variable (O)	-80	↓, ↓, ←, →, ↑, ↑	None	N/A
Phantom Burst	Variable (F)	-80	←, ↓, ↑, →, ↓, →	None	N/A
Detonating Rose	Hyper	-60	↓, ↓, ↓, ↑, ↑, ↑	None	100 Art EXP with Windmill Rose
Skylord	Hyper	-50	←, →, ↓, ←, →	None	100 Art EXP with Lord of Eden
Windmill Rose	Hyper	-50	↓, ↑, ↑, ↑, ↑	None	Scroll at Phorchoon Gambling Hall
Merciful Arc	Hyper	-40	→, ↑, ←, ↓	None	100 Art EXP with Fearful Arc
Lord of Eden	Hyper	-40	←, →, ←, →	None	Scroll from Thunder Mines
Fearful Arc	Hyper	-30	←, →, →	None	Scroll from Kabel Ruins

Sharon's Arts cont.

Art Name	Art Type	AP	Combination	Effects	Learned
Surf Divide	Super	-24	→, ←, ↓, ↓	Stun	N/A
Peach Surprise	Super	-24	↓, ↑, ↓, ←	Bewitch	N/A
Spiral Blade	Super	-24	←, ←, →, ↑	None	N/A
Crescent Heel	Super	-24	↑, ↑, →, →	None	N/A
Fear Galgarin	Super	-16	←, ←, ↓	None	N/A
Blood Spark	Normal	+24	↓, →, ←, →, ↑	None	N/A
Rave Storm	Normal	+24	↓, ↑, →, ←, →	None	N/A
Range Wave	Normal	+20	↓, →, ↓, ←	None	N/A
Riot Flag	Normal	+20	↑, ←, ←, ↑	None	N/A
Bloody Fang	Normal	+20	←, ↑, ↓, ←	None	N/A
Rising Stars	Normal	+20	→, ↓, →, →	None	N/A
Rumble Spike	Normal	+20	←, ↑, ↑, ↑	None	N/A
Slay Cutlass	Normal	+16	↑, →, ↓	None	N/A
Spike Anchor	Normal	+16	↑, →, ↓	None	N/A

Ayne's Arts

Art Name	Art Type	AP	Combination	Effects	Learned
Armageddon Star	Variable (O)	-80	↑, ↓, ←, ←, →, →	None	N/A
Soaring Axe	Variable (F)	-80	←, ←, →, →, ↓, ↑	None	N/A
Axe Crush	Hyper	-50	↑, ←, ↓, ←, →	None	100 Art EXP with Firestorm and Power Blade
Raging Warrior	Hyper	-40	→, ↑, ←, ↑	None	100 Art EXP with Firestorm
Power Blade	Hyper	-30	↓, →, ↓	None	Boss battle at Demiurge Tower
Firestorm	Hyper	-30	←, ↓, ↓	None	Scroll from Volcanic Isle
Solid Blow	Super	-16	↓, →, →	None	N/A
Galeforce	Super	-16	←, ←, ↑	None	N/A
Full Impact	Normal	+20	→, ←, ↑, ↓	None	N/A
Tidal Wave	Normal	+20	↑, →, ↓, ←	None	N/A
Shockforce	Normal	+16	↓, →, ←	None	N/A
Earthrazor	Normal	+16	→, ↑, ↓	None	N/A
Whirlwind Attack	Normal	+16	←, ↓, ↑	None	N/A
Disaster Master	Normal	+16	↑, ←, →	None	N/A

Status

Abnormal Status

An Abnormal status is a condition that affects a character's health, actions, or ability to move. Most Abnormal Statuses are unfavorable, such as Poisoned or Paralyzed. Some Abnormal Statuses are fatal. These effects last until cured or until combat ends. An Abnormal Status can be cured in a variety of ways. The most common is the consumption of a potion or elixir. You can also use Maya's Life Heal Origin power. Still others continue until a character is struck or rendered unconscious, at which point any Abnormal Status effects are nullified once the character is revived. Always carry remedies to cure these statuses.

NOTE

Every Abnormal Status can be treated with Maya's Life Heal Origin power.

Confuse
Color: *Yellow*
Cured with: *Cure Confuse, Mental Remedy, Panacea, Maya's Life Heal Origin power*
Effects: *Character can still attack, but you cannot control the effects of each attack. This makes intentional use of Art attacks functionally impossible. However, Art attacks may still occur at random.*

Poison
Color: *Blue*
Cured with: *Cure Poison, Toxin Remedy, Panacea, Maya's Life Heal Origin power*
Effects: *Every turn after your character is Poisoned he or she loses HP. This HP loss can be regained through restorative items or Origin powers.*

Venom
Color: *Green*
Cured with: *Cure Venom, Toxin Remedy, Panacea, Maya's Life Heal Origin power*
Effects: *Every turn after your character is contaminated with Venom he or she loses HP. This HP loss cannot be restored until the Venom is cleansed from the character's system. The HP loss is recovered after the Venom is cured.*

Plague
Color: *Blue*
Cured with: *Curse Remedy, Plague Cure, Panacea, Maya's Life Heal Origin power*
Effects: *Every turn a character is stricken with Plague, he or she loses HP, AP, and MP. Further, the character cannot be healed until this condition is cured. Finally, Plague is extremely contagious. Every turn the condition persists, there is a chance that the affected character will cough and spread the disease to an ally.*

Paralyze
Color: *Green*
Cured with: *Physical Remedy, Paralysis Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Paralyzed character cannot move or take any defensive action. This effect lasts until the character is struck and injured in combat, the Paralysis is countered with the proper remedy, or until several turns have elapsed. Given enough time, this condition will remedy itself.*

Petrify
Color: *Gray*
Cured with: *Curse Remedy, Petrify Cure, Panacea, Maya's Life Heal Origin power*
Effects: *The character is completely immobile and unable to take any action. This can only be cured through the use of restorative items or Origin powers. A Petrified character's skin is hardened to such a degree that he or she is immune to many types of damage and resistant to injury from all sources.*

Blind
Color: *Black*
Cured with: *Physical Remedy, Blind Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Blinded character can attack, but at a severely reduced chance to hit. Defensive ability is also greatly reduced. This condition continues until cured or until several turns have elapsed.*

Bewitch
Color: *Pink*
Cured with: *Curse Remedy, Bewitch Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Bewitched character attacks only allied characters, never the enemy. This condition continues until cured or several turns have elapsed.*

Stun
Color: *Green*
Cured with: *Physical Remedy, Stun Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Stunned character can take no action, offensive or defensive. This condition continues until cured, the character is injured, or several turns have elapsed.*

Sleep
Color: *Yellow*
Cured with: *Physical Remedy, Sleep Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Sleeping character can take no action, offensive or defensive. This condition continues until cured, the character is injured, or several turns have elapsed.*

Berserk
Color: *Red*
Cured with: *Mental Remedy, Berserk Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A Berserk player attacks both enemies and allies, rarely uses his or her full number of attacks, and almost never uses Art attacks. This condition continues until cured, the character is injured, or several turns have elapsed.*

Seal
Color: *Green*
Cured with: *Mental Remedy, Seal Cure, Panacea, Maya's Life Heal Origin power*
Effects: *A Sealed character can employ no MP ability. This includes all Origin attacks and restorative actions. This condition continues until cured.*

Spellbind
Color: *Green*
Cured with: *Curse Remedy, Spellbind Cure, Panacea, Maya's Life Heal Origin power*
Effects: *A Spellbound character can employ no AP attack of any kind. This includes Arts and any of Maya's spells. This condition continues until cured.*

Fear
Color: *Black*
Cured with: *Mental Remedy, Fear Cure, Panacea, Maya's Life Heal Origin power, automatically cured after several turns*
Effects: *A character afflicted with Fear takes no action except to automatically slip into Guard mode at the beginning of every combat turn. This condition continues until cured or several turns have elapsed.*

Items and Skills

Accessories

Every accessory comes with one or more skills. But most skills can't be used immediately. Instead, the accessory must be nurtured and its potential unlocked. The time necessary and the pace depends on the accessory. The accessory must be equipped to develop.

Sometimes an accessory may have a disadvantageous skill, but most of its skills will be advantageous.

Skills

A skill is an ability that an item comes equipped with. There are many types of skills. Some increase an individual character's stats. Others give an advantage in battles.

- (P) *Stat Skills: Affect the stats (HP, MP, INT, AGL, etc.) of the character who has the item equipped.*
- (S) *Abnormal Status Skills: Mainly have to do with Abnormal Statuses (such as Poison, Stun, etc.).*
- (B) *Bonus Skills: Give an added benefit when winning a battle or advancing a level.*
- (O) *Offensive Skills: Have to do with attacking. They add special effects to the Attack command. These also cancel out the effects of the enemy's Offensive Skills.*
- (D) *Defensive Skills: Have to do with defense.*
- (A) *Element Skills: Mainly have to do with elements.*
- (F) *Field Skills: Have special effects when moving around the World Map.*
- (X) *Extra Skills: These skills have other special effects.*
- *Skill items that have a small "G" on them stand for skills that guard against certain effects.*
- *Skill icons that have a small "P" on them stand for skills that effect the entire party.*
- *Skill icons that have a small "S" on them stand for skills that take effect only under certain conditions.*

Offensive Skills

Offensive Skills add special effects to the Attack command. For example, Reckless Attack raises Attack Power, but at the same time, slightly lowers the hit rate. Item Thief adds the effect of being able to steal items from the enemy while attacking. Because Offensive Skills can really change your battle strategy, choose wisely.

You must equip Offensive Skills to use them. To equip an Offensive Skill, choose one under the Skills command on the menu.

Defensive Skills

Defensive Skills add special effects to the Guard command. For example, AP Charge allows you to Guard while replenishing a good deal of AP. When the Counterattack skill is successful, it allows you to strike back at an enemy when you are attacked.

You must equip Defensive Skills to use them. To equip a Defensive Skill, choose one under the Skills command on the menu.

Equipping Skills

Most skills take effect as long as that item is equipped. Offensive and Defensive Skills, however, have to be chosen because only one Offensive Skill and one Defensive Skill can be used at a time. These skills do not take effect until you choose and equip them under the Skills command on the menu.

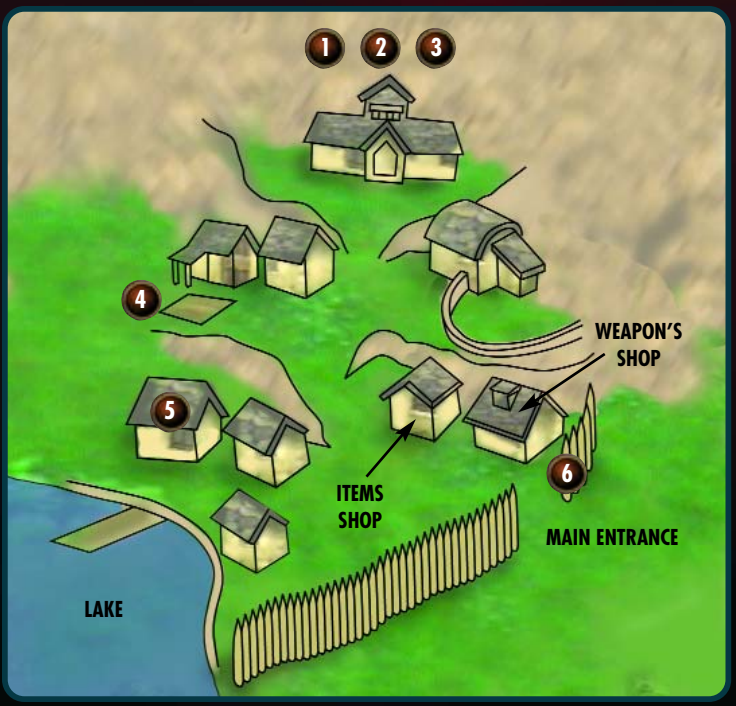
NOTE

For a complete list of all Item Skills, refer to the Skills List in the "Weapons, Armor, and Items " section.

The Adventure Begins

1. Wilderness Town of Nohl
2. Gale Canyon (South)
3. Gale Canyon (North)
4. Darakin Citadel
5. Mt. Gabel
6. Forest Maze (South)
7. Forest Maze (North)
8. Forgotten Village of Yuno
9. Freecity of Kravia (North)
10. Freecity of Kravia (South)
11. Port City of Tanza
12. Darek's Haunt
13. Thunder Mine
14. Volcanic Isle of Drokonia
15. Island of Giants, Jinga
16. Paradise Isle of Phorchoon
17. Ellsworth, Wind Tower
18. Demiurge Tower
19. Secret Market
20. Ultimate Armor Shop
21. Gordinar Isle
22. Supreme Weapons Shop

TIP The Point Card in Hawke's room is a very valuable item that comes in handy later.



1. Heal Powder x2
2. Poison Cure
3. Point Card
4. Heal Leaf
5. Egg (On Roof)
6. Heal Potion

NOTE Throughout the game you can choose your response to various characters. Depending on how rude or polite you are, you can expect a variety of different reactions. Choose wisely—a cocky answer might earn you the respect of your friends, or a slap upside the head.

Wilderness Town of Nohl

Your adventure begins in the lakeside village of Nohl, where you (as Lang, the newest addition to the Vigilance Corps) sleep the morning away. Your slumber is soon shattered by the shrill ranting of Nancy, the keeper of the boarding-inghouse where you live. After you wake, search the bureau in your room to find Heal Powder (1). Before leaving the boardinghouse, scour every room. To the east, find a Poison Cure (2) and Point Card. Upstairs, another valuable Heal Powder lies tucked away in a chest. After you've pilfered every item in the boardinghouse, head outside for your first day of Vigilance Corps training.

NOTE Upstairs, a balcony overlooks the entire village.

Lang stumbles from the board-inghouse door, and directly into the middle of a group of Corpsmen. A tall, burly man named Galvan instructs the young initiates, and soon turns his full attention to Lang. After a brief intro-duction (and a swat on the back of the head) Galvan ends the training session and sends his men to prepare for a patrol in Hunter's Wood. Galvan instructs Lang to return to meet him once he's prepared for the journey.

Preparing for the Journey

Throughout Nohl, as in other cities and villages, treasures and items wait to be discovered. Investigate the interior of every home to find potions and powders hidden inside. Look in the Herb and Weapons shops beside the village gate also.

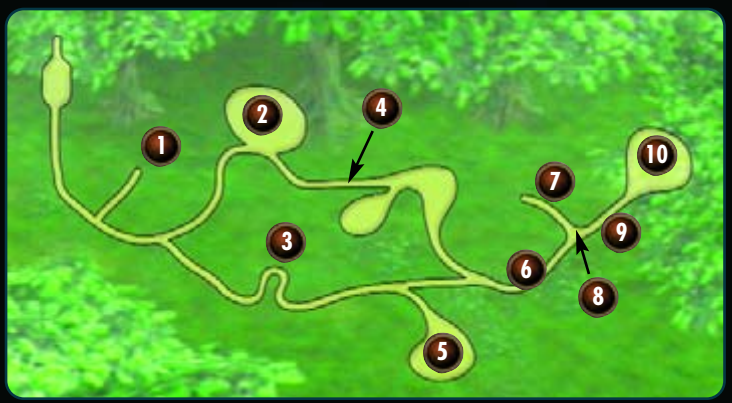
Here you find a wide variety of weapons, powders, and food. Collect some Heal Powder and Poison Cure with your meager funds. You're rewarded with a Pedometer after making your first purchase. A chest behind the saleslady holds yet another Poison Cure.

TIP

Hop from an upper ledge to a nearby rooftop on the southwestern side of town to reach this chicken. She lays an Egg (5) as you approach. Find a Heal Leaf in a flower arrangement on the ledge above where the chicken roosts.

Collect all of your supplies, then head north, back to the boardinghouse. Outside the door, confront the smart-mouthed Dein to obtain the title of Swordholder. When you've finished with Dein, head inside, cutting to the east. In a room at the end of the hall, you find Galvan and his father, Hawke. Listen to his tales about the Aqualith and learn about village history. After the old man completes his yarn, follow Galvan to the main gate to the south to begin your journey to Hunter's Wood.

Hunter's Wood



1. *Flag of Retreat*
2. *Klaw Ant Hive #1*
3. *Heal Powder*
4. *Heal Powder*
5. *Klaw Ant Hive #2*
6. *Marcus*
7. *Heal Powder*
8. *Save Point*
9. *Leaf of Stamina*
10. *Dein, Gather Crab*

Monsters: *Klaw Ants, Bloody Wolves, Flytrap*
Bosses: *Gather Crab*
Arts Learned: *Sandstorm, Blue Moon Buster*

Forest Encounters*

The Hunter's Wood is the first opportunity you have for combat. Use the following tips to prevail against the creatures within these wilds.

Klaw Ants

Klaw Ants are slow and inflict little damage with their claw-like pincers. Nonetheless, their vast numbers can quickly wear down an unwary combatant. Concentrate your attacks on one Ant at a time—they are fragile and go down quickly. Step back and heal up after several turns of relentless combat, especially in this early stage of the game.

Bloody Wolves

Bloody Wolves look more like sewer rats on steroids than anything canine. With powerful jaws, they buffet your characters with a trio of deadly bites. Lang is adept at using his sword to parry their attacks. When these animals travel with Klaw Ants, always target them first.

Flytrap

The Flytrap is an enormous carnivorous plant that would love to make a hearty meal of your party. With a toothy maw and whipping vine tendrils, this creature is a fearsome opponent to the inexperienced character. Despite the Flytrap's sheer fortitude, it lacks speed and power. Hammer Flytraps with your best combos, but expect these demonic plants to absorb several turns of your most lethal punishment. In later turns, a Flytrap uses its Poison Dust attacks.

** See the Monsters section for statistics.*

Upon arrival, Galvan prepares Lang for the upcoming danger with a few words of wisdom. Listen carefully, then follow Galvan deep into the wooded glens. After a few steps, Lang and Galvan are ambushed by a pair of Klaw Ants. Galvan uses this encounter to teach Lang the basics of combat. Follow Galvan's instructions as you are tutored on the fine points of the Battle screen. Expect to take a little damage during this lesson. When you've finally defeated this anemic enemy, Lang automatically advances to Level 2.

Continue south along the forest path where three Bloody Wolves await. These creatures are considerably more powerful than the Klaw Ants, and they require a much more cautious approach. To make quick work of these new foes, Galvan teaches Lang a pair of special attacks known as Arts. Carefully follow Galvan's instruction and learn both Blue Moon Buster and Sandstorm. With the Bloody Wolves dispatched, make your way southwest, following the forest path.

New Arts

Galvan teaches you only Blue Moon Buster and Sandstorm. However, Lang can use a variety of additional Arts at his opening level of proficiency.

Blue Moon Buster

Combination: →, ↓, →
AP Restored: *16*
Location Learned: *Hunter's Wood (from Galvan)*

A pair of shallow cuts followed by a final penetrating slash. The most basic of Normal Arts. Use this Art to both inflict extra damage and to recover AP from the use of Super Arts.

Sandstorm

Combination: →, ←, →
AP Cost: *16*
Location Learned: *Hunter's Wood (from Galvan)*
Sandstorm is your first Super Art. Super Arts inflict the maximum amount of damage, but expend AP in the process. Use Sandstorm in conjunction with Blue Moon Buster to maintain a steady level of AP in combat. Sandstorm consists of two slashing cuts, followed by one tremendously powerful blow.

Besides the Arts that Galvan teaches, Lang can perform the following three-move combinations:

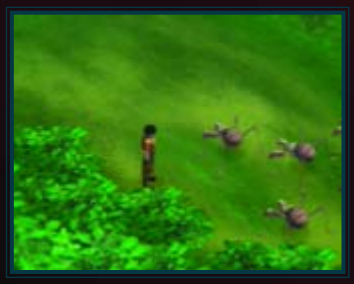
Hawk Stroke

Combination: ←, ↓, ↓
AP Restored: *16*
Hawk Stroke is another basic Art. It involves a quick series of slashes, finished with a bounding leap into the air and a brutal chop down onto the heads of your opponents. It is especially effective against those enemies that hover above the ground.

Blade Dance

Combination: ↓, ←, ←
AP Restored: *16*
The attack is characterized by a pair of mid-level slashes, followed by a powerful upward slice. Blade Dance is effective against all but the smallest of opponents.

The forest path soon splits, with one trail leading northeast and the other southeast. A chest containing a Flag of Retreat (1) lies at the end of the northeastern path. Collect it, then continue southeast. You quickly find yet another fork in the road. Take the northeastern path to a small nest of Klaw Ants in three groups (2). Engage them one at a time, clearing the infestation from this section of the forest. When you finish, follow the forest path east.



Soon after the path turns southward through a large glen, it splits east and west. Take the western passage for now, following a southern fork only a few steps down the path. Here you find yet another meadow infested with Klaw Ants (5). Make sure that Lang is at full health, then engage these menacing insectoids one group at a time. After you clean out all five, Galvan announces that it's time to join the group and go home. Head east to complete your journey.

NOTE

By the time you finish off the second mass of Klaw Ants, Lang should be well on his way to fourth level.

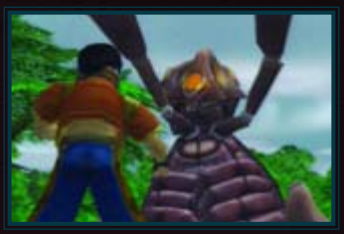
As you exit the Hunter's Woods, you find the broken body of Marcus (6) lying beside the path. Your fellow Corpsman still clings to life, but he must be rushed to town if he is to survive. Galvan instructs Lang to go into the forest and find Dein and bring him back to town. Galvan then throws Marcus over his shoulder and hurries down the forest path.

TIP

A chest containing Heal Powder (7) sits down a hidden path to the west of the save point. Make sure you're at full health before continuing down the eastern path.

Head east from where you found Marcus to discover a save point (8). Record your progress here, then continue along the eastward path. Lang soon comes upon a badly wounded Dein (10), leaning wearily against a gnarled log. Before you have a chance to help him, an enormous creature comes barreling out of the forest. Realizing that Dein is too weak to run, Lang protects him by standing his ground.

Battle with the Gather Crab*



This enormous monstrosity moves slowly but packs a powerful punch. Each blow of its mighty claws can inflict 25–30 points of damage. Lang is thrown from his feet at the end of every combat round.

Hammer the Crab with the two Art attacks you've learned from Galvan. Focus on Sandstorm, using the Blue Moon Buster only to replenish your AP. When you fall below 100 HP, take a turn to consume some Heal Powder. Then rejoin the fray.

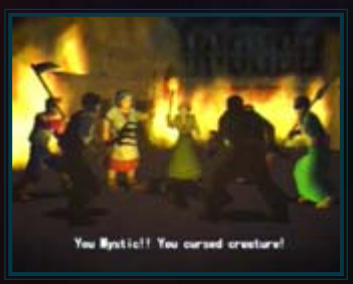
As the Crab takes damage from your combos, Lang lops off its enormous pincers. The loss of a pincer reduces the number of attacks the Crab can launch to only one—but dramatically upgrades the damage of that single attack. Continue to hammer the creature until its other limb is severed.

Once armless, the Crab switches to its Venom strike, poisoning Lang. The following turn, it uses its Barse special ability, spawning a fully grown Klaw Ant from its body. Don't bother healing the poison during battle. Instead, concentrate on offense and keep your overall HP above 100. Ignore the Klaw Ant—concentrate your attacks on the Gather Crab. Continue to hammer the beast for two or three more turns until it collapses to the ground. The Klaw Ant is automatically dispelled when you destroy its parent.

** See the Monsters section for statistics.*

Wilderness Village of Nohl

Engage the Gather Crab as it comes bounding from the forest wall. After a fierce battle, the behemoth is defeated, leaving Lang exhausted and breathless. With the threat in the Hunter's Woods destroyed, Lang returns to the wounded Dein and helps him back to Nohl. Dein will be fine, but upon arriving home, Lang finds poor Marcus barely clinging to life. After a short discussion with Galvan, Lang is instructed to get some rest. Speak with the other Corpsmen and Nancy, then retire to your room. Remember to use the save point. To sleep, simply click on the bed.



As soon as Lang's head hits the pillow, dark, grotesque images filter through his dreaming mind: A village decimated and the townspeople turned against him, all because of the mark on his chest. With a terrified scream, Lang wakes to find Nancy's concerned face hovering above him. After a short conversation, Nancy coaxes him back to sleep. The next morning, head out into the common room to meet the entire Vigilance Corps sitting at the table.

The moment Lang walks into the room, one of the townspeople rushes into the boardinghouse, warning of an emergency. A severely injured villager has been found by the lakeside, mauled and almost mutilated by a demonic stranger prowling Hunter's Wood. Galvan quickly organizes a search party to go back into Hunter's Wood. Galvan asks Lang to stay and watch over the town while he and the party are away.

After long hours operating on the injured villager, Hawke emerges from the back room of the boardinghouse with good news—the villager will live. However, Galvan is long overdue, causing many to worry for his safety. Aston, the senior member of the Vigilance Corps, sends Lang to Hunter's Wood while he remains behind. Prepare for the journey by making a trip to the Herb and Weapons shops. As funds allow, upgrade your weapons and armor, and replenish your healing supplies.

NOTE

You can't sell items that you are wearing. If you want to sell your obsolete armor and weapons, remove them before approaching the weaponsmith.

Hunter's Wood

After resupplying, go to Nohl's main gate. For the first time, you use the World Map to navigate from your home village to the Hunter's Wood. Lang finds the normally sunny woods thick with dark clouds and pouring rain. Follow the muddy trail to the south, wary of the various creatures. Stay on the main path, cross the river, take the southeastern passage at the first split, then the northeastern path at the second fork.

TIP

With the upgrades in weapons and armor, Lang is more than a match for most creatures he encounters in the forest. Use the Auto feature in the Combat screen to rush through easy victories.

NOTE

The rain and low visibility often work to Lang's advantage, allowing him to sneak up on many creatures and strike first.

TIP

Buy the best weapons and armor before heading to Gale Canyon. If necessary, raise funds in Hunter's Wood before you go. The near future holds little opportunity for upgrades.

After several minor encounters, Lang arrives at the section of forest where he found Marcus. Unfortunately, this cursed ground has found Edouard, whose crumpled body lies silent under the falling rain. Continue past your fallen comrade, rushing to the northeast. Take advantage of the save point as you pass, making sure that you're at full health and AP before progressing. After a few steps, Lang enters a clearing containing both his mentor and an ominous stranger named Golden Eyes. Galvan floats a few feet above the ground, helplessly suspended by some unseen power.

Galvan is thrown to the side within moments of Lang's arrival. You are immediately thrown into a battle with Golden Eyes—one you cannot win. Try as you might, even your best combos do not damage or affect Golden Eyes. After a few turns of your best effort, Golden Eyes offers Lang a tiny demonstration of his true power—Origin. Once Lang is subdued, the stranger demands to know the location of the Aqualith, a sacred stone. When Lang tries to stop him, Golden Eyes reveals his full power, leaving Lang broken and clinging to life.

Wilderness Town of Nohl

Despite the seemingly fatal injuries, Lang awakens five days later back in the village without a scratch. Head into town to gauge the damage done by Golden Eyes. True to his word, the mysterious stranger has stolen the Aqualith. Nohl, once green and vibrant, is slowly beginning to wither as the lake recedes. Walk out onto the dock to investigate the aftermath of Golden Eyes's visit.

Lang commits to finding a way to retrieve the Aqualith. Collect any necessary supplies and head for the main gate. Before you leave, Nancy and Galvan stop Lang. Galvan offers Lang a powerful new weapon called Hammer Blade, as well as a Wind Talisman. Galvan tells Lang that the man who stole the Aqualith headed toward Gale Canyon. With your new equipment and sense of purpose, head through the main gates to begin your journey.

Sidejump Minigame

After embarking on your journey, you can return to town at any time to play the Sidejump Minigame. Go to the lakeside fishing hut and find Maxell. To play, accept his challenge to a Sidejump match.

Rules: The rules are very simple. Three lines are drawn onto the ground. Lang and Maxell face each other along the center line at the beginning of a match. Jump in the direction of the arrows that appear on the screen. Either direction is fine for the first jump. Whoever jumps the most in 20 seconds wins the game.

Controls: The trick is to first use the stick that's opposite to the direction you want to jump. To jump right, push the left analog stick to the right. Next push the right analog stick to the right. Then release the left analog stick and do the same with the right analog stick. Reverse the process for a left jump.

Strategy: The trick to this game is learning how to use the controls. The game involves no particular strategy save jumping—a lot. Move from side to side as quickly as possible. It's simple to defeat Maxell. Your real challenge is against the clock. The more jumps you can pack into the allotted 20 seconds, the better your reward at the end of the match. Every time you win, you receive a prize. This is a great way to stock up on some great restorative items for free.

Boost Oil (above 20) *Heal Potion (above 25)* *Heal Leaf (above 30)*

Awakening the Origin

Gale Canyon

1. *Pickpocket Charm*
2. *Magic Bottle*
3. *Poison Cure*
4. *Scroll of Identity*
5. *Heal Powder*
6. *Lyps*
7. *Alma Iron Ore*
8. *Save Point*
9. *Guard Oil*
10. *Venom Star*
11. *Restore Potion (Hammer Cliff with Earth Origin x3)*
12. *Venom Star*

Monsters: *Baki, Vulture, Rock Golem, Lyps*
Bosses: *Elfin, Marienne, Elliott*
Arts Learned: *Thunderflash, Red Whirlwind, Demon Thrust, Shadow Split*

Canyon Encounters*

Baki

Bakis are troublesome, impish creatures that are a greater threat to your equipment than to your life. Although they attack four times per turn, each attack inflicts little if any damage. A Baki's true talent is theft. In the middle of combat it can rush toward your character and strip a valuable item out of your stash. There is no way to defend against this special ability, save killing the Bakis that took your equipment and pilfering your own stash from its body. Bakis are also amazingly agile, allowing them to block or dodge many of your attacks.

** See the Monsters section for statistics.*

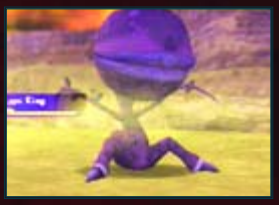
Vulture

Vultures are agile, powerful birds, perfectly capable of rending your characters limb from limb. Although the Vulture has only a pair of attacks per turn, each can inflict a tremendous amount of damage. Furthermore, Vultures have a variety of special attacks such as the Poison Bite or the rending Claw Bites that add to the deadly one-two combination. When battling a Vulture, increase your defensive posture by attacking less aggressively. This increases the chance of blocking one of the two attacks, and minimizing the damage you sustain.

Rock Golem

Rock Golems are slow, ponderous creatures that usually attack last. However, when their attack does fall, it is brutal and relentless, often inflicting well over 100 points of damage in a single turn. Rock Golems attack from above, making an emphasis on upper body armor essential when engaging them. They tend to be uncannily accurate in their strikes, rendering a defensive posture much less effective. Your best bet is to attack them aggressively with a series of high power Super Art attacks. This is exactly the kind of creature on which you should expend AP battling.

Lyps



Lyps are elusive creatures who are adept at running at the slightest hint of danger. You get little more than a good look before your engagement is abruptly ended by a hasty retreat.

When you finally leave the sleepy hamlet of Nohl, you again have access to the World Map. This time, head south to the Gale Canyon region. The Wind Talisman that Galvan gave Lang allows him to traverse these lifeless grottos. Head north into the canyons, ready for combat with the hordes of deadly creatures that populate this region.

NOTE

Upon entering Gale Canyon, an unusual scene plays out before you. A tall and slender Mystic named Elliott and his pudgy sister Marienne trundle through the canyon looking for Mystics. They are accompanied by a muscle-bound brute named Bubba and his animal companion Elfin.

Chests lie scattered about (1), tucked into alcoves or crags in the canyon walls. Collect them as you move northward to a split in the canyon floor. One passage leads east, the other west. Follow the western gorge for now, ignoring the first of two northern passages. When you reach the second path to the north, take it. This leads you beneath a broken rock bridge and into the twists and turns of a tight ravine.

NOTE

Throughout the canyons you find odd patches of ground, boulders, or other obvious barriers. There is nothing you can do at these locations—yet.

TIP

If you continue westward from the first split you find a chest containing Poison Cure (3) tucked into a small gully.

A land ramp on the north canyon wall leads to a higher landing. Follow it eastward where it splits north and south. The northern passage is yet another land ramp leading to a higher plateau. A gully juts off to the north, while the mass of the plateau meanders westward. Go west to find yet another northern passage, this one blocked by an enormous boulder. There is no way to remove the massive rock at this point, so follow the plateau as it winds southwest.

TIP

Follow the northern gully on the upper plateau to find a chest containing valuable Guard Oil (9).

You eventually come to the broken land bridge, towering over all of Gale Canyon. Sitting atop this land bridge is a lone Lyps (6), which retreats the moment Lang draws near. Follow this odd little creature as it bounds over to a narrow landing to the east. The Lyps completes its retreat once Lang engages it for a second time. With your path clear, continue eastward into the canyon wall.

NOTE

The elusive Lyps darts away in the first round of combat using a frustratingly effective power called Monster Escape.

New Arts

Thunderflash

Once Lang reaches Level 9, a fourth Art Block gets added to his combat abilities. This means that Lang can commit to four different attacks, or four-move combinations. The first of these combinations you can learn is Thunderflash.

Combination: ↓, ↑, ↑, ↑
AP Restored: *20*

This trio of slashing attacks, followed by one tremendous hacking slash and a bonus thrust, effectively adds one additional swing's worth of damage. No one teaches you this new Art, but it becomes available as soon as Lang achieves Level 9. Not only is it an extremely powerful addition to your arsenal of moves, but it actually ~~replenishes~~ AP with every use.

Red Whirlwind

Combination: ↓, ↑, ↑, ←
AP Cost: *24*

Lang also gains the Red Whirlwind Art at Level 9. This art inflicts terrific damage upon an enemy, finishing with a spinning slash attack. The power focused upon your weapon inflicts an additional attack's worth of damage, further enhancing its deadly effects.

Demon Thrust

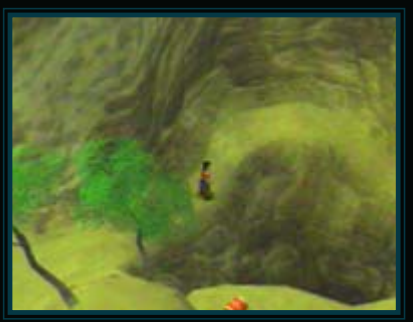
Combination: ↓, ↓, ↓, ↑
AP Restored: *20*

Demon Thrust begins with a series of normal hacking slashes, and finishes with a pair of penetrating thrusts.

Shadow Split

Combination: ←, →, ↑, ←
AP Restored: *20*

Shadow Split is characterized by a pair of mid-level swings, completed with a powerful combination of high and low slashes.



The narrow pathway set into the canyon wall winds tightly around an enormous wind geyser. Make your way past the geyser and follow the passage east when the trail splits. This eastern ravine takes you to a save point (8). Record your progress here and completely heal Lang before progressing. Then continue east toward a most unusual encounter.

TIP

An easy-to-miss chest containing Alma Iron Ore (7) is tucked near the bottom edge of the geyser, hidden by a rocky outcropping.

TIP

We don't recommend you progress to battle Elfin until Lang has achieved at least Level 9. You will need the Thunderflash ability, which can only be used once Lang has reached this level of proficiency.

Battle with Elfin*

Elfin, the bizarre gorilla-like creature trained by Bubba, is by far the most difficult opponent you have ever faced. In its very first turn, Elfin powers up, considerably increasing its attack strength. The following round of combat will be a bruising one, as Elfin can inflict more than 250 points of damage in a single turn.

In addition to Elfin's incredible strength, the brute has an array of special abilities. The most potent is Challenge, a power that strips Lang of all of his AP. This is inevitably followed by more punishing blows from the pink monstrosity.

The best way to deal with Elfin is with your newly acquired Thunderflash attack. This potent move grants Lang a bonus slice and enhanced damage, and it actually **restores** the AP lost from Elfin's devastating Challenge ability. Never allow Lang to drop below 150 HP during the battle, because Elfin can dish out far more than this in a single round of punishing combat. Keep health up and continue to hammer Elfin with Thunderflash until the bumbling beast collapses under your assault.

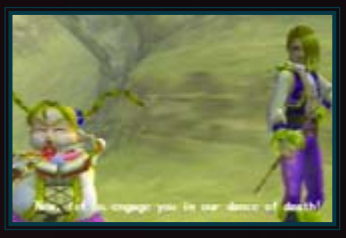
** See the Monsters section for statistics.*

Once you take a few steps down the ravine path, you are ambushed by a great pink gorilla-like creature named Elfin. You'll recognize this beast from the original entrance into Gale Canyon. Lang must destroy this hulking behemoth. Keep your health up and use your potent new Thunderflash ability to dispatch it.

With Elfin defeated, its trainer Bubba comes roaring into the narrow ravine. After a long moment lamenting over his fallen companion's broken body, Bubba rises with murder in his eyes. Only the quick words of Marienne, a plump little Mystic, prevent yet another battle. Marienne is soon joined by her brother Elliott, both of whom make Lang the unattractive offer of becoming one of their new servants. When Lang refuses, the enraged siblings commit to teaching our young hero a painful lesson.

A Hopeless Battle*

Marienne and Elliott



The battle itself is completely hopeless. Although Lang is physically stronger than the gruesome twosome, their power is not in their muscles, but in their Origins. Concentrate on one foe or the other, it doesn't matter. As soon as Lang's sword causes a significant amount of damage, the two let their true power be known.

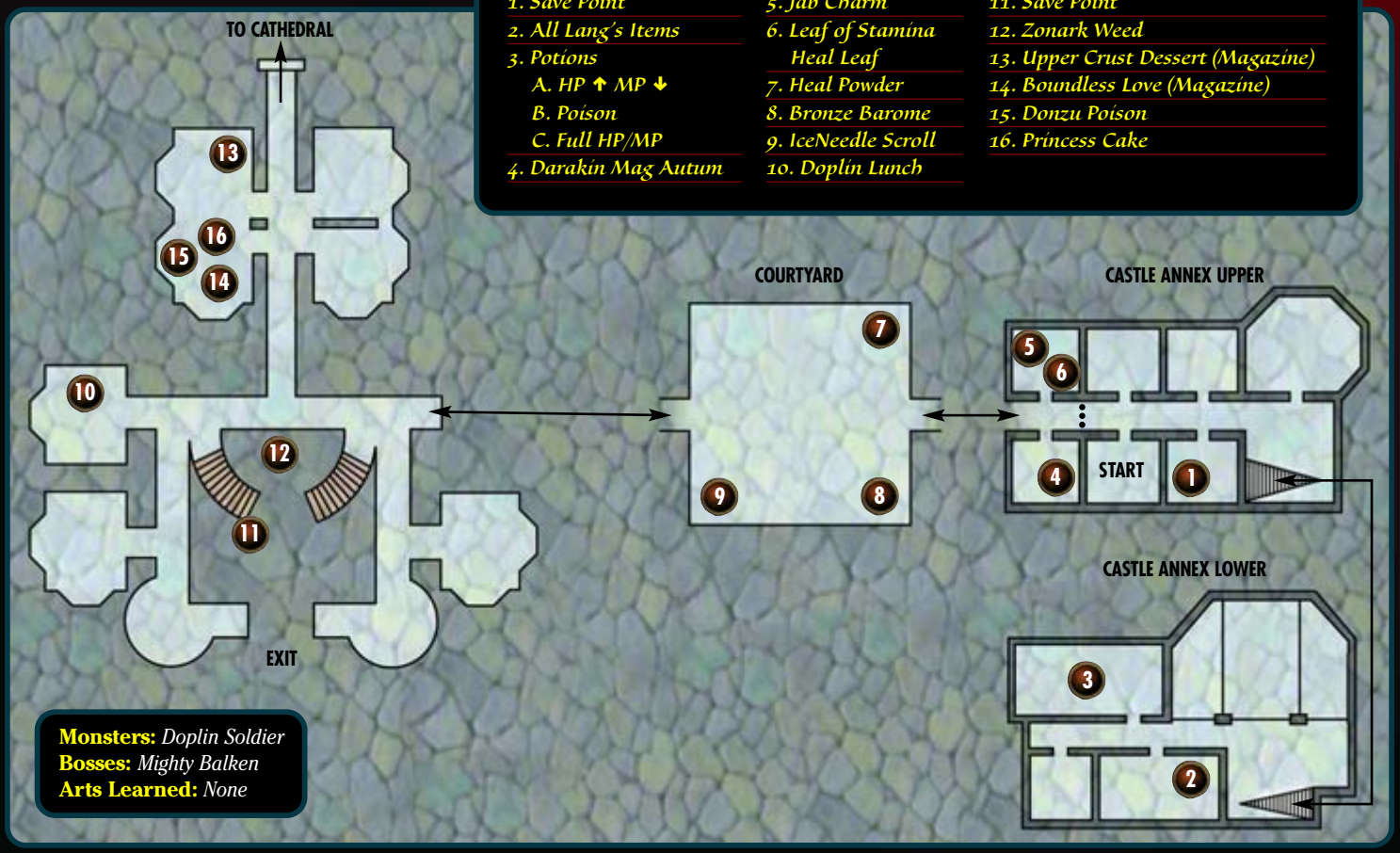
Dark Smash is their finishing move, pummeling Lang with horrendously powerful dark energies. If this Origin power isn't enough to drop Lang, the brother and sister follow it up with a new move they've been working on. Lang in buffeted by a dozen blows coming from every direction, until at last he falls, beaten and broken.

** See the Monsters section for statistics.*

Lang has no chance of victory against the combined power of this vile pair of Mystics. In a very few turns, he is broken, and gets carried back to Marienne and Elliott's wagon.

Doplin Castle

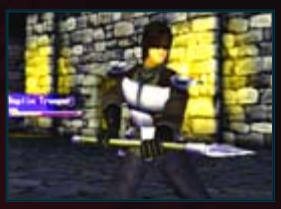
1. Save Point
2. All Lang's Items
3. Potions
   A. HP ↑ MP ↓
   B. Poison
   C. Full HP/MP
4. Darakin Mag Autum
5. Jab Charm
6. Leaf of Stamina
   Heal Leaf
7. Heal Powder
8. Bronze Barome
9. IceNeedle Scroll
10. Doplin Lunch
11. Save Point
12. Zonark Weed
13. Upper Crust Dessert (Magazine)
14. Boundless Love (Magazine)
15. Donzu Poison
16. Princess Cake



Monsters: *Doplin Soldier*
Bosses: *Mighty Balken*
Arts Learned: *None*

Doplin Encounters*

Doplin Soldier



The Doplin Soldiers are hardy but unexceptional warriors. They are quickly dispatched by most combination attacks. Place more vulnerable characters into Guard mode. Doplin Soldiers can inflict significant damage to poorly armored party members.

** See the Monstersection for statistics.*

Lang awakens in a dank, dark cell, his body battered from battle. A save point is nearby. Use it, then investigate the door. Bubba, the muscle-bound brute who blames Lang for Elfin's death, pounds the stout cell door until it collapses. He carries Lang to a torture chamber to be softened up for his new life of servitude.

NOTE

All of Lang's weapons and equipment have been taken. He begins in a fragile state with only one HP.

Lang's beating is brought to an abrupt end by the appearance of an enigmatic man named Bishop Doplin. He explains the purpose of Lang's incarceration and outlines the future that awaits him. Doplin insists that Lang be given a chance to rest before his introduction to Avalon, the greatest of all Mystics. Because Bubba destroyed the door of Lang's original cell, Lang's beaten body is cast into the cell of another prisoner.

Soft light and the warmth of a gentle hand slowly rouse Lang from unconsciousness. Kneeling beside him is a beautiful young woman, using an unknown energy to ease Lang's pain and knit his broken body. Through a series of symbols drawn into the grime of the cell floor, this young mute introduces herself as

Maya. She soon reveals herself to be a Mystic as well, using her Origin to tend Lang's injuries. Living inside and through Maya is Rivas, the Origin of Life. Listen to this creature of energy as she explains more about Lang's true power and destiny.

Maya

Level: *7*
HP: *252*
MP: *80*
STR: *59*
AGL: *27*
CHA: *35*
INT: *41*
MEN: *38*
HI DEF: *21*
LO DEF: *20*
Origin: *Rivas, Origin of Life*

Maya begins with limited use of her Origin Rivas. The only Origin power she has at her disposal is Life Blessing. This power allows her to restore full HP to any injured party member at the cost of only 16 MP. Rivas has matured to Level 5.

NOTE

By morning, Maya has healed all of Lang's injuries, restoring his full HP.

Come morning, you again control Lang. This new cell has a major crack in the wall, allowing you to loosen the cell door with a series of powerful blows. Repeatedly ram the door with Lang's shoulder. After three attempts, the door opens. Lang decides to take Maya with him as he escapes. With Maya now an official member of your party, head through the door and out into the hallway.

The halls are empty. Go east, through the row of cells to a descending staircase. On the level below, head west to a long hallway. Pass through the first door on the south wall to find a chest filled with all of Lang's equipment (2). Suit up, then head up the stairs.

NOTE

Through the door on the north wall, you find a laboratory. On a thick wooden table near the door sit three flasks of colored liquid (3). Starting from the left, the first flask decreases HP while restoring all MP. The second flask is poison, reducing all HP to near zero. The third flask (closest to the door) is a fix all, restoring both HP and MP to maximum levels.

At the top of the stairs you encounter a pair of Doplin Soldiers. Healed and fully equipped, Lang makes quick work of them. Continue west down the hallway flanked by prison cells. The previously locked iron gate at the end of the hall is now open. Pass through the open gate and pilfer the rooms to the north and south, dispatching guards as necessary. Make sure to check the desk for a bounty of restorative items (5), (6). When you've collected all the rooms' treasures, continue west out of the Annex of Doplin Castle.

CAUTION

After you defeat the first set of guards, all the Doplin Castle guards begin searching for you. Random encounters with Doplin Soldiers occur every few steps.

TIP

At this stage, Maya has no combat abilities. Use her to support Lang, healing with her Origin, Heal Powder, or Heal Leaves when necessary. Otherwise, put her in Guard mode to minimize her vulnerability to enemy attack.

Once outside the dungeon, Lang and Maya enter an elaborate courtyard, complete with sculpted hedgerows. Tucked within these hedgerows is a trio of chests (7), (8), (9) each with its own guard. If a guard sees Lang and Maya in the course of his patrols, he immediately attacks. Move between the patrols as they move away—don't let the guards see you. If you are caught, you must traverse the courtyard from the very beginning.

TIP

The southernmost chest (8) is inside a block of hedgerows. If you approach that chest from the south, the hedgerows give way, granting you access.

To the west of the courtyard is an abandoned grand foyer. A pair of sweeping staircases grant you access to the lower floor of this ornate room. In the center of the chamber floor is a large bronze lever that lowers a nearby drawbridge. Pull the lever, then save your progress at a nearby save point. With your health at full, move toward the open bridge, ready for battle.

TIP

Behind the lever is a chest containing Zonark Weed (12). The chest is invisible—feel around the base of the lever.

Battling Mighty Balken*

Although the Mighty Balken is a fierce and stalwart foe, your greatest challenge is not the man, but time. Every turn you battle, the drawbridge rises just a little more.

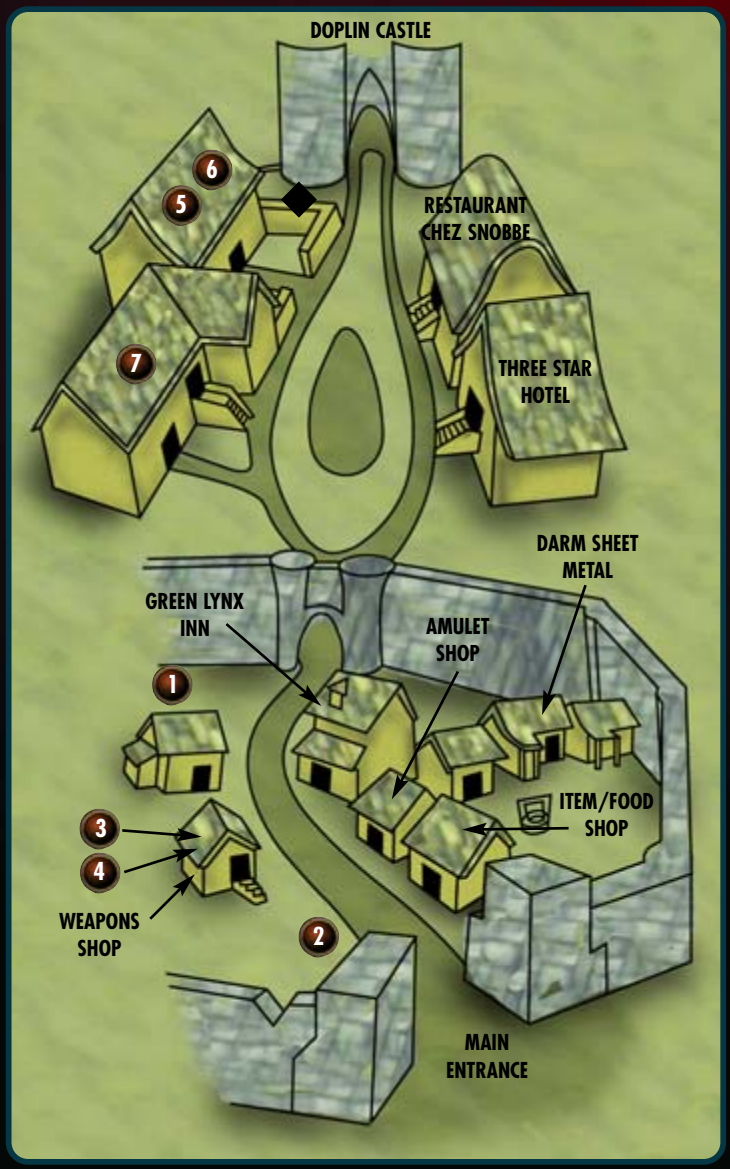
Balken is a terrifying powerhouse. He is extremely durable and can mete out almost 300 points of damage per strike with his massive mace. He can also implement his devastating Rage Wind attack, inflicting hellacious damage on Lang and Maya. Fortunately, Balken lacks agility and speed. Balken can swing his mace only once per turn.

The key to victory when battling this brute is using your most devastating combos. Burn through your AP for this battle—you need to kill Balken quickly. Use Maya in a support role, healing Lang as he takes damage. Do so, and you should defeat Balken within four turns.

** See the Monsters section for statistics.*

An enormous blue-armored hulk drops from the upper level to block your escape. From behind, half a dozen elite guards cut off your retreat and raise the drawbridge. The brute, who introduces himself as the "Mighty Balken," challenges Lang to single combat. Accept his offer, and dispatch him as quickly as possible. While Maya can't attack, she can heal Lang as combat progresses. When the Mighty Balken finally falls, his hulking plated body pushes the drawbridge down. Use this opportunity to escape from Doplin Castle and onto the stone battlements surrounding it.

Darakin Citadel



1. *Rusted Sword (In Junk Pile)*
2. *Book "On The Road Again"*
3. *Heal Leaf*
4. *Hiro (Teaches Chaos Strike)*
5. *VIP Card*
6. *Heal Powder*
7. *Leaf of Mysticsm*

Once atop the battlements, rush west, hopping from rooftop to rooftop as you gradually wind south. You eventually dead-end atop a two story wooden inn outside the castle walls. Crawl through a brightly lit window on the roof to continue.

Awakening the Origin

Inside, Lang and Maya are discovered by the residents of the building—a small boy, Nils, and his mother, Sabrina. When the castle guards come pounding on her door, Sabrina lies to protect the young fugitives. Sabrina's distain for Doplin and his guards is matched only by her hospitality. After turning the guards away, the kindly woman offers Lang and Maya a hot meal and a place to rest. Chat with everyone in the common room before heading upstairs to sleep.

NOTE

Joe, the one-eyed man at the bar, provides all sorts of useful information—for a price.

After resting the night, go downstairs to speak with Sabrina. As Lang explains his plans to find the man that stole the Aqualith, Maya suddenly rises and points at a map. She indicates that they should go to Mt. Gabel, where they might find information about the golden-eyed man Lang is looking for. Leave the inn with Maya, and head into Darakin Citadel.

Combining Weapons and Armor

This is your first opportunity to combine weapons and armor. From now on, when you arrive at a Weapons or Item Shop, you can merge your equipment with many of the basic raw materials you have collected to form more powerful items.

To combine your weapons or armor, go to the Weapons Shop. You see a new option when you speak with the shopkeeper. Select "Combine Weapons," then choose which character's equipment you wish to upgrade. If you have the proper raw materials for an upgrade, it appears in bright white script. If you do not yet have the proper materials, the scrip is faded gray. Beside each upgradeable weapon is a list of the raw materials needed to complete the transformation.

For example, if you have purchased the Leather Chest body armor, you can combine it with Noth Rock, Izumo Bronze, and Alma Iron Ore to produce Leather Armor. There are dozens of combination you can create with your existing weapons and stores of raw materials.

These upgrades can often save a tremendous amount of money. If you are missing a small amount of raw materials, drop by the Junk Shop to see if they stock what you need.

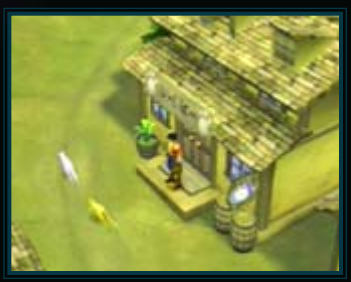
Chaos Strike

Inside the Weapons Shop is a man named Hiro. He shares many valuable pieces of information and teaches you the Chaos Strike Art.

Combination: ↑, ↓, →, ↑
AP Restored: *20*
Level Required: *9*
Location Learned: *Darakin Citadel from Hiro*

Chaos Strike is yet another four-move combo that yields a fifth bonus move. This technique consists of three standard slashes, followed by one cleaving cut, and finished with a deadly thrusting attack.

As funds allow, upgrade or combine your weapons and armor at the local Weapons Shop. Darakin Citadel is a treasure of shops and stores. Use the funds you have accumulated in your many battles since leaving Nohl at the Herb, Jewel, and Potion Shops. There is even a Junk Shop near the walls of Doplin Castle where you can purchase raw materials for weapon upgrades and combinations.



NOTE

The Potion Shop on the south side of town also sells vegetables. Unfortunately, the vegetable merchant is fresh out of merchandise. However, on return trips to town, you can drop by this shop to stock up on your favorite ingredients.

Heading north, you can pass through the outer battlements of Doplin Castle. Here you see how the other half lives—luxurious clothing, fine restaurants, and exclusive hotels. Explore every region, collecting the many treasures hoarded by the region's nobility, including a VIP card (5). Once you have stocked up on all the goodies available to you, leave Darakin Citadel and head east to Mt. Gabel.

TIP

After leaving Darakin Citadel, head back to the north side of Gale Canyon where you find Elfin's grave. Place the Friendship Ring you acquired earlier on the grave of the fallen beast.

TIP

Take the VIP card to the shops around town and you gain access to new items to purchase.

Mt. Gabel

Monsters: *Baki Warrior, Stone Beast, Flower Power, Lyps, Spike Lizard*
Bosses: *Galduke*
Arts Learned: *None*

Mt. Gabel Encounters*

Mt. Gabel is infested with various brutal creatures. Use the information below to learn about your enemy—so you can kill it. Note that most of Mt. Gabel's creatures are earth based.

Baki Warriors

Baki Warriors are as agile and quick as their lesser brethren, but much more powerful. These freakish beasts are extremely adept at blocking upper-body attacks, so concentrate your combinations on their lower body for greatest effect. Like lesser Baki, the Baki Warrior is a nimble thief. Kill the miscreant that steals your equipment to retrieve it.

Eliminate Baki Warriors quickly. If a battle reaches its third round of combat, Baki Warriors are likely to use their Call for Help special ability. This brings in reinforcements, adding to your worries.

Stone Beast

Stone Beasts are hulking behemoths that shrug off blows that would easily drop other creatures. Additionally, Stone Beasts pack an impressive wallop with their massive horns and thick armored plating. Luckily, their large size prevents them from moving quickly, allowing you to strike early and often. Focus your attacks low, emphasizing techniques such as Demon Thrust and Hawk Stroke. These attack types dramatically increase the chances of stunning a Stone Beast, thus sparing yourself the punishment it can inflict.

Flower Power

Flower Power is a powerful monstrosity, with a well-balanced combination of attack and defense. The thick, barb-covered vines of these shambling mounds can inflict hellacious damage—often as much as 200 in a single turn. What's worse, Flower Powers are unusually quick, allowing them to strike before many of your characters. A moderately defensive posture is your best tactic with these creatures, allowing party members to weather more damage. Finally, beware of the Poison Dust attack used after the third round of combat.

Spike Lizard

Spike Lizards are moderately powerful foes, who keep low to the ground when they attack. Use low swinging combos to dispatch these beasties. If you've picked up Lizard Killer back at the Darakin Weapons Shop, you will make quick work of them.

** See the Monsters section for statistics.*

Awakening the Origin

Go east to towering Mt. Gabel. Hordes of deadly monsters lurk around every corner. As soon as you take your first step onto the mountainside, they ambush you. Battle through the numerous attacks, slowly winding north up the mountain face. The trail splits, with one passage blocked by a fallen boulder. Take the only available route, heading northeast.

Follow the road north, crossing a plank bridge laid across a small gully. After several difficult battles with the local creatures, you come to a small wooden cabin, set into the mountainside. Maya quickly finds a powerfully built middle-aged man, greeting him with a fond hug. The man introduces himself as Kazan, a Mystic like Maya and Lang. Kazan invites Lang and Maya to spend the night and replenish their strength.

In the morning, head outside to speak with Kazan as he goes through his morning exercises. They speak briefly of Lang's search for the Mystic with golden eyes, and his attempt to recover the Aqualith. The conversation is quickly interrupted as Maya creeps from the cabin door, only to be attacked by a pair of enormous molelike Galdukes. Kazan instructs Lang to protect Maya from the smaller of the two monstrosities. The battle is fierce, but quick.

Battling Galduke*

This battle is surprisingly easy. Despite the beast's massive claws and powerful attacks, it falls quickly to Lang's sword. Galdukes do have several potent defense mechanisms, however. When under attack, a Galduke drops to its belly, making it extremely difficult to hit with anything more than downward thrusts. It also covers its soft head with its claws, reducing the overall amount of damage done.

Even more deadly is its Dark Blaze attack. This can blind any member of your party, greatly reducing the chance of hitting in the following turn. Finally, if you don't dispatch the Galduke in the first turn, it dishes out a formidable attack—often exceeding 200 points of damage. Learn what you can from this battle—you will face these creatures again.

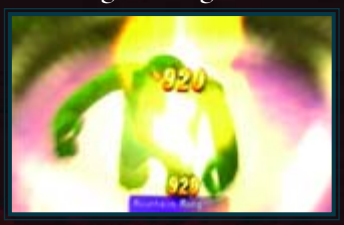
** See the Monsters section for statistics.*

After the battle, Kazan tells Lang that despite Lang's formidable sword skills, he must use the Origin inside him to face and defeat Golden Eyes. Only by facing death itself will Lang's Origin be awakened. When Lang accepts his challenge, Kazan guides him to a small wooden gate that marks the path to the summit. There Lang must face Mountain Morg, a spirit that dwells at the mountaintop. He instructs Lang to attack this normally gentle creature to provoke him into battle. Only through combat with Morg can Lang awaken his Origin.

Wind up the mountainside. There is only one path to follow as it meanders across a rope bridge and along a desolate lake. You eventually arrive at a dead end, with thick green vines running up a nearby cliff face. Climb these vines for the final push to the mountaintop. As you reach the cave of Mountain Morg, record your progress at the nearby save point before heading inside.

Battling Mountain Morg*

Morg is a towering behemoth, larger and more fearsome than anything you've ever faced. Begin the battle by hammering it with your best Normal Arts. You quickly discover that nothing you do causes even a single point of damage. A second round of attacks proves just as futile. At the end of the second round, Morg unleashes its deadly Eat, Eat, Eat attack, causing a whopping 1,200 points of damage in a single strike.



As Lang lies broken on Morg's cave floor, he calls from within him the power of his Origin. Fully revived, Lang now has an attack that can inflict significant damage—Flaming Fist. This devastating blow completely destroys Morg, engulfing it in a blazing ball of flame and death.

** See the Monsters section for statistics.*

The battle is fierce, and Lang is severely injured. However, at death's door, he finds the strength of his Origin, and unleashes its devastating power. With Morg defeated, Maya and Kazan soon join Lang to meet his new Origin. Galea, the Origin of Fire, has been released from deep within Lang. Understanding Lang's true power, Kazan commits to teach him the ways of Origins.

Kazan

Level: *25*
HP: *1,102*
MP: *126*
STR: *167*
AGL: *108*
CHA: *77*
INT: *85*
MEN: *90*
Hi DEF: *121*
Lo DEF: *96*
Art Blocks: *6*

Origin: *Deva, Origin of Earth*
MEN: *63*
HI DEF: *68*
LO DEF: *70*
Gold: *550*
EXP: *620*
Attack: *3*
Special Attack: *Dark Blaze*
Items Dropped: *Heal Leaf, Bronze Barone, Restore Leaf*

Kazan is already a seasoned warrior by the time he joins your party. His Origin, Deva, is also thoroughly experienced, beginning at Level 20. Kazan is a stalwart fighter and makes an excellent complement to Lang's own combat abilities. Kazan begins with Lightning Kick. Many other skills, such as Moon Splitter, are also available.

When Kazan joins your party, Deva's only attack is Earth Energy, a punishing explosion from underneath the feet of your enemies. However, this power is hideously expensive, draining Kazan of 48 MP per attack. With Kazan's starting MP level, he can use the ability only twice.

Galea*

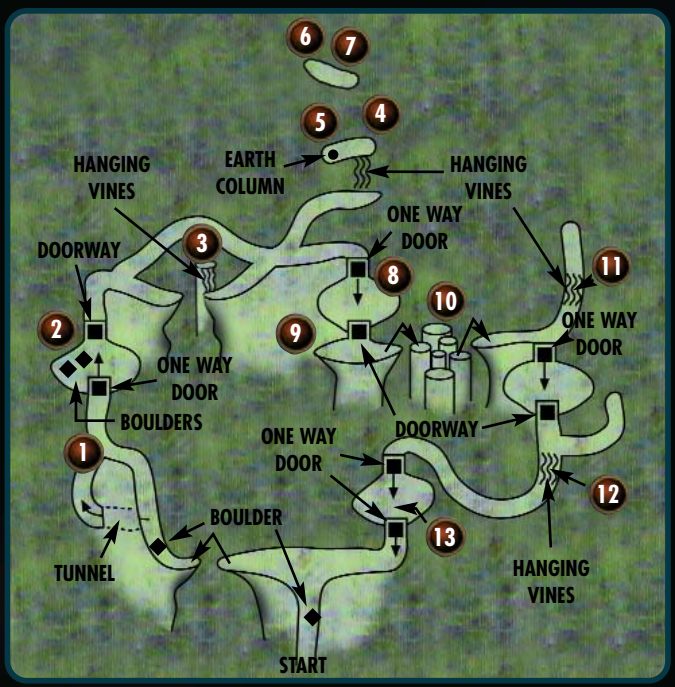
As the Origin of Fire, Galea affords Lang many exciting new powers. The most formidable is his Flaming Fist attack. When initiated, Galea rises up above the battlefield and hammers the ground with devastating gouts of flame. This area-effect attack typically inflicts 900[PL] on damage per use. However, at 32 MP per use, Lang can use it only three times before depleting his MP levels.

** See the Monsters section for statistics.*

In Pursuit of the Aqualith

With Kazan now a member of the party, leave Morg's empty cavern and head down the mountain. After several simple battles, the party stops at a mound of loose dirt. This mound marks the entrance to the Cave of Trials, where Kazan trained during his younger days. Kazan indicates that Lang should seek a scroll at the back of the cave in order to learn a new sword technique. Using his Origin, Kazan creates a column of stone that raises him to the cave mouth.

Cave of Trials



1. *Magic Powder*
2. *Door Trigger*
3. *Heaven's Gate*
4. *Hell's Path*
5. *Rock Column*
6. *Attack Bottle*
7. *Jedo Metal*
8. *Galduke Lair (Trigger)*
9. *Revival Elixir*
10. *Leaf of Appeal*
11. *Attack Oil*
12. *Avarice Jewel*
13. *Secrets of Fang*

Monsters: *Galduke, Dino Gol, Spike Lizard*
Bosses: *None*
Arts Learned: *Raging Fang*

Cave of Trials Encounters*

Dino Gol

Dino Gols are extremely quick for their size. They battle low to the ground, making them hard to hit on anything but a down-turned swing. Gols prefer a combination attack—rending with their mighty clawed feet, followed by a punishing headbutt. Dino Gols are also very agile, allowing them to attack early and often. Finally, Gols have a potent special attack in Crazy Gas. This can make members of your party go berserk, attacking anyone or anything near them.

In battle where you are faced with numerous opponents, target Dino Gols first. If they are eliminated early enough, they rarely use their special attacks.

** See the Monsters section for statistics.*

TIP Switch between Lang and Maya by pressing L2.

The cavern is blocked by an enormous boulder. Using the power of his Origin, Lang destroys the obstruction and gains access to the Cave of Trials. Before Lang can enter the cave, Kazan sends Maya to join him. Her healing powers are a great asset to Lang as he faces the perils of the caves. With Maya in tow, enter the Cave of Trials.

TIP Using the Origin power of Galea, Lang can bash through obstacles such as rocks. Press ✕ to initiate this power.

Maya's Origin powers allow her to make vines grow. Use this ability to climb cliffs and rock faces that would ordinarily be inaccessible.

The cavern splits east and west. Take the western passage, leaping across a narrow chasm to the landing on the far side. Use Lang's Origin ability to blast through a boulder that impedes your progress there. Go north along the winding passage until you reach a set of double doors. Pass through them.

TIP From the second boulder you've destroyed, progress north just a few feet. Look carefully to see a *very* easy-to-miss tunnel cut into the west wall. Pass through the tunnel to a passage beyond. This passage leads to a chest containing Magic Powder (1).

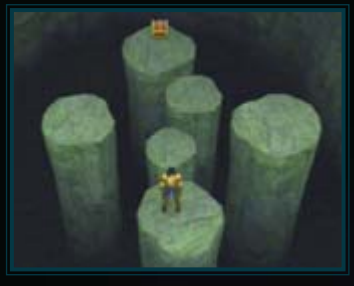
The doors shut behind you, blocking your way. To the west is a trio of boulders. Destroy them all using Lang's Origin ability. Beneath the rubble, find a floor trigger (2) that opens the doors. Progress through the now-open doorway to the north, following the passage as it winds to the east.

The pathway splits, one road going high, the other low. Follow the upper passage as it climbs and then gently descends through the cavern. At the base of the pathway, the road again splits, with a low road to the west and a passage to the east cut into the rock faces. Follow the passage west as it descends to a dead end. Climb the nearby hanging vines to find a chest containing a new type of scroll—Heaven's Gate (3). When activated, it completely prevents enemy encounters. A dirt mound (5) is also nearby, but there is nothing you can do with it yet.

Climb down and head east, passing through a short tunnel. At the end of this tunnel, the path splits. Take the north passage for now to find a Hell's Path scroll (4) inside a chest. Note the dirt mound beside the chest, then return to the split in the passageway. This time, take the eastern tunnel.

TIP After you complete the scroll quest, return to this dirt mound (5) with Kazan. His Origin power raises a column of earth sufficient to reach an upper landing. Find an Attack Bottle (6) and rare Jedo Metal (7) in chests on this landing.

The eastern passage winds southward and through another set of one-way doors. Make sure both Lang and Maya have maximum health before passing through. This chamber is completely infested with Galdukes. What's worse, the switch that allows you to open the doors is set inside a Galduke Lair (8) in the eastern wall. Battle through the Galdukes to reach the switch, then progress southward through the newly opened double doors.



Through the doorway you find yet another split in the cavern. To the west lies a chest containing Revival Elixir (9). To the east is a massive chamber dominated by a series of freestanding stone columns. Jump from column to column to cross the chamber. Continue eastward where the tunnel branches north and south.

TIP

A chest containing a Leaf of Appeal (10) lies on the north side of the chamber of stone columns. Hop down to the smaller columns, then north to the chest.

To the north you find a large mat of creeping vines climbing up the cavern wall. Use Lang's Origin ability to burn the vines away and reveal a chest. Collect the valuable Attack Oil (11) in the chest, then take the tunnel's southern branch. Pass through the one-way doorway.

Beyond the doorway is another cavern. A large stone tablet sits in the northeast corner, while an empty urn lies in the room's center. Read the instructions on the tablet, then go to the urn and light it using Lang's Origin power. On the west side of the room is a small floor trigger. Activate it (once the urn is lit) and the doors automatically open. Pass through the now-opened doorway to the south.

Follow the path south, climbing down another patch of creeping vines clinging to the rock face. The passage then branches east and west. Take the western passage as it winds toward yet another one-way door. Beyond the door you find a chamber with a trio of unlit pedestals arranged on the floor. To the east of the entrance is a large stone tablet. Read the tablet, then go to the westernmost urn and use Lang's Origin power to light it. With the urn lit, return to the tablet to open the final set of doors.

TIP

Behind the creeping vines is another chest. Burn the vines away with Lang's Origin power to collect a valuable Avarice Jewel (12). Be warned, once the vines are burned away, they cannot be used to backtrack north.

TIP

Down the eastern tunnel is a chest containing a Heaven's Path scroll.

You now have access to the scroll chamber. Sitting in the center of this cavern is the Secrets of Fang (13) that you have been seeking. Collect the scroll and go through the southern door. To the west is a passage leading to the entrance of the Cave of Trials. Use Lang's Origin power to decimate the boulders blocking the path inside. With the scroll in hand, meet Kazan to learn your first Hyper Art—Raging Fang.

Raging Fang

Combination: ↑, ↓, ↑
AP Cost: *30*
Location Learned: *Secrets of Fang, Kazan*
This is the most potent ability Lang has ever learned. His weapon is sheathed in annihilating energy. The energy pours through Lang, hammering opponents with as many as 11 devastating punches. Few creatures can withstand this degree of punishment.

Mt. Gabel

Kazan leads you back down the mountain. After a brief appearance by a rotund treasure hunter named Kenjiro, Kazan agrees to sell his possessions for travel money and join Lang's quest to retrieve the Aqualith. Continue down the mountain, where your party camps for the night. When your party wakes in the morning, continue down the mountain. Your next stop is a return to Darakin Citadel.

NOTE

The boulder that blocked your path can now be destroyed, allowing access to chests containing many valuable items.

Making Camp

Camping is possible anywhere there is a tent icon on the field. In conjunction with a Camping Kit, use the night's rest to restore all HP and MP. You can buy Camping Kits in most towns. You also can save your game, cook food, or combine weapons, armor, and other equipment while camped.

Please note that although a Camping Kit is required to rest, it isn't needed for cooking, combining, and saves.

Listen to the chats that go on around the campfire before you head off to bed. These conversations often reveal valuable information about the world, or other party members.

Cooking

Depending on the dish, your party can benefit from various advantageous effects. Different dishes provide benefits or detriments to character stats for a set number of battles. Stat changes are indicated by arrows on the Status screen. Each dish has its own combination of advantages and disadvantages.

The first dish you learn is Kazan Curry. Kazan brings enough ingredients for four full helpings of this delicious dish. It uses the following ingredients and has the following effects:

Materials: *Beef, Vegetables, Red Pepper, Curry Set*
Cost: *810*
Effects: *HP Up (20%), MP Down (20%), ATK Up (20%), DEF Down (5%) AGL Up (20%)*

Kazan Curry is a rather expensive dish with a mix of both good and bad effects. It sacrifices MP in exchange for dramatically heightened combat abilities. Because it's the only dish your party knows, use it frequently until you learn recipes with few disadvantages and a lower price.

Darakin Citadel

Kazan believes that if the Aqualith is in Darakin, it is likely held inside the castle proper. Before heading up to Doplin Castle, look through the various shops. If you picked up the VIP card, many new items are now offered by the local merchants. Purchase the best equipment you can afford, saving enough funds to replenish your supply of Heal Leaves and Magic Powders. As funds allow, stock up on various vegetables and other cooking ingredients.

TIP

The Barricade Ring is an excellent addition to Maya's arsenal. She rarely engages in combat, and she's the most vulnerable to attack. The Turtle ability of the Barricade Ring shields her from most attacks.

TIP

Investigate the pile of garbage behind the Junk Shop. This time you find an Emblem of Nobility. Collect it to gain access to some of Darakin Citadel's more exclusive hotels.

New Dishes

Make a side trip to the Green Lynx Inn and speak to Leon the cook. He offers to cook a variety of dishes for you. They are rather expensive, but each meal teaches Lang a new recipe. While you're here, head upstairs and check both rooms for chests. The previously broken door is now fixed.

Cabbage Roll

Materials: *Pork, Vegetables, Herbs*
Materials Cost: *490*
Effects: *HP Up (5%), MP Up (5%), ATK Up (10%), DEF Up (10%), AGL Up (5%)*
This roll is simple to make and offers useful benefits. The Herbs, however, are extremely expensive. Use this dish to enhance your attack and defense skills.

Caesar Salad

Materials: *Vegetables, Cheese, Cooking Oil*
Materials Cost: *200*
Effects: *HP Up (5%), MP Up (10%), ATK Up (5%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
This inexpensive dish provides a variety of benefits. Use it when you plan to use Origin powers frequently and need the significant boost in MP.

Lynx Special Stew

Materials: *Beef, Vegetables, Cream*
Materials Cost: *210*
Effects: *Max HP Up (10%), ATK Up (10%), DEF Up (5%)*
Although the benefits of this dish are limited, the affected stats increase dramatically. This dish is best served when your party intends a combat focus, as both HP and Attack ratings are significantly enhanced. Luckily, it's a very affordable dish to prepare.

Tomato Risotto

Materials: *Poultry, Vegetables*
Materials Cost: *70*
Effects: *HP Up (10%), ATK Up (5%), DEF UP (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*

New Dishes cont.

This dish is cheap and has a wide scope of benefits. Virtually every stat is enhanced, although most to a relatively minor degree. However, the affordability and HP bonus alone make this an early game staple.

Cocoa Cake

Materials: *Dessert Set, Cocoa Powder*
Materials Cost: *800*
Effects: *HP Up (5%), MP Up (5%), INT Up (5%), MEN Up (5%), CHA Up (5%)*
This is Maya's only default recipe. This is an *extremely* expensive dish to prepare, especially considering how early in the game it is learned. Furthermore, the benefits associated with Cocoa Cake are relatively minor.

When your party is well rested, head to the main gates of Doplin Castle. The castle gate, however, is locked and closed to visitors. The castle has been locked ever since the Sacred Azure Stone was found and secured there. Find another way into the castle. Head back to the Junk Shop, and look in the garbage pile behind it. You discover an Emblem of Nobility. You can now enter the Three Star Hotel situated within the noble's quarter of Darakin Citadel.

Speak to the ladies outside the Three Star Hotel. They tell you that the Classic suites of the Three Star Hotel are bad. This is due to the horrible smell and close proximity to the Sewers. Investigate the Classic suites on the lower floor. An entrance to the Sewers is on the floor beside the tub of the hotel room closest to the lobby. Make sure your party is at full strength before entering.

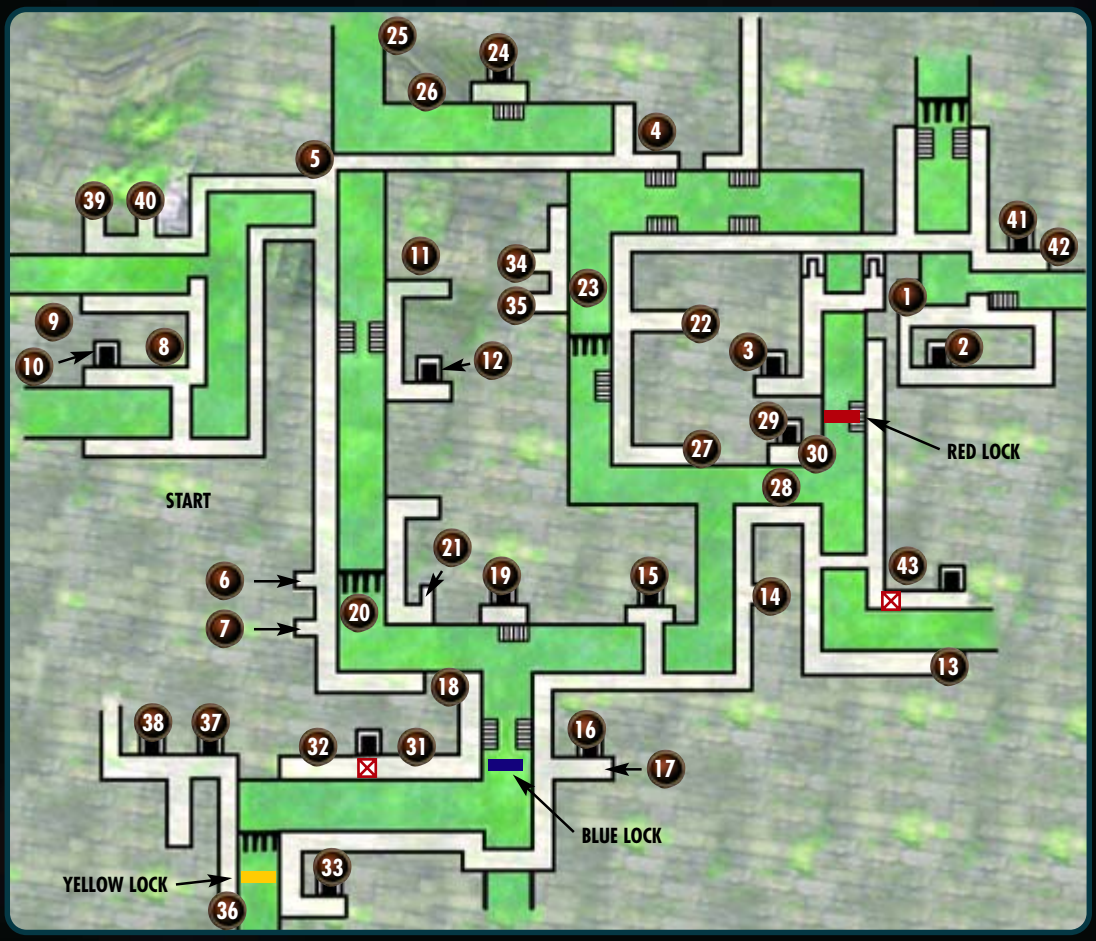
NOTE

There are three kinds of rooms at the Three Star Hotel, each with differing prices and levels of service. Although the Classic and Standard Rooms have nothing to offer, a night in the Deluxe suites will net your party new recipes. Periodically stay here in order to learn up to five new recipes—including the ultimate dish, Atomic Heat.

Service	Price
Classic	*10,000*
Standard	*30,000*
Deluxe	*80,000*

The Sewers

1. *Maiden's Heart*
2. *Red Gate Key*
3. *Red Switch*
4. *Old Map*
5. *Leaf of Stamina*
6. *Venom Cure*
7. *Rot Ring*
8. *Camping Kit*
9. *Way of Rage*
10. *Heal Leaf*
11. *Stun Cure*
12. *Blue Gate Key/Unassailable Pill (Smash Wall)*
13. *Revival Elixir*
14. *Camping Kit*
15. *Bronze Barome*
16. *Blue Switch*
17. *Campsite*
18. *Black Ring*
19. *Lever*
20. *Bronze Barome*
21. *Leaf of Defiance*
22. *Scroll of Identity*
23. *Leaf of Defiance*
24. *Glowing Moss (Yellow Key)*
25. *Ice Needle Scroll*
26. *Strong Man—Weak Walls*
27. *Handmaiden's Ring*
28. *Courageous Heart*
29. *Crate Room*



30. Boost Bottle
31. Quick Oil
32. Paralysis Cure/Fruit of Swiftness
33. Yellow Switch
34. Foul Doublet
35. StoneCrush Scroll
36. Paralysis Draught
37. Revival Bottle
38. Kabel Ruins
39. Invincibility Pill
40. Burning Heart
41. Heal Bottle
42. Angels' Miracle
43. Fame Oil/Earth Axe

Monsters: *Jelly Melt, Evil Fly, Netherkind, Bone Warrior*
Bosses: *None*
Arts Learned: *Raging Fang*

Sewer Encounters*

Jelly Melt

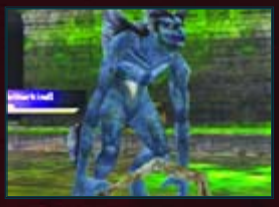
Jelly Melts are a difficult combination of durability and damage. Their soft, gelatinous bodies absorb a tremendous amount of punishment, halving all damage. Further, their low stature makes them immune to any but the lowest-aimed attacks. This negates the effectiveness of some of your best combos. Finally, they are extremely difficult to block, often damaging your characters even if they successfully parry their blows. When one does land a punch, the damage range is between 20–120 points per strike.

Hammer Jelly Melts with low-aimed combos such as Demon Thrust, or with area-effect Origin attacks. Despite their resiliency, Jelly Melts last no more than two turns under such a devastating assault. However, wait any longer and a Jelly Melt is likely to use its Propagate ability to split in two.

Evil Fly

Evil Flies are hovering monstrosities capable of harassing your entire party. They are difficult to hit, being vulnerable only to high-aimed swings and punches. They have a wide range of special abilities—the most notable of which is the Evil Scream. This attack causes paralysis in its victims, preventing them from moving until either cured or injured. The Evil Fly also has a poison tail, which it plunges into its enemies with lethal ferocity.

Netherkind

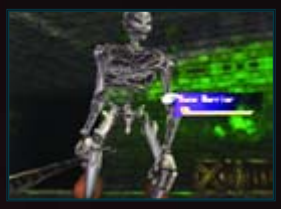


Netherkind are agile, powerful fighters, but incapable of sustaining the amount of damage they can dish out. With a long curved sickle, a Netherkind hops up to one of your characters and unleashes a fit of deadly blows. If it concentrates solely on physical attack, a Netherkind can hammer you with up to six attacks. However, a Netherkind can initiate its Poison Breath and still get in four quick strikes in the same turn.

The one great weakness of the Netherkind is its relative inability to handle large amounts of damage. Hammer it first and fiercely before it can unleash its formidable array of special abilities.

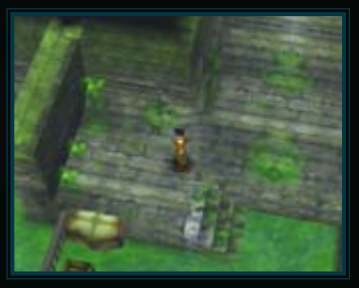
** See the Monsters section for statistics.*

Bone Warrior



The Bone Warrior is one of the fastest opponents you've ever faced. When this creature uses hand-to-hand combat, it moves with such speed that it often attacks before Kazan. As deadly and agile as this creature may be in battle, its true power lies in its special abilities. Hate Force in particular can kill many of your characters in one blow. When activated, a bizarre minigame ensues, where you use the various buttons to deflect a series of glowing balls of light. If you hold off the onslaught of glowing balls, the special ability has no effect. If you don't, then the targeted character will likely perish from this attack.

When battling various creatures simultaneously, target the Bone Warrior first. It is the greatest threat you face in the Sewers.



Drop down into the Sewers and head south. Here you find a staircase leading into a river of thick green ooze. Ignore the staircase for now, instead cutting slightly west. From a tiny outcropping of stonework, you can jump to a walkway on the south side of the ooze. Once across, go east and cross a narrow stone bridge. Continue east into a drier portion of the Sewers.

The river of ooze that dominates the western chambers is nowhere to be seen to the east. Use a nearby staircase to the north to descend into the dry basins of the Sewer. Follow the basin west. Climb the staircase to the south, then move to the back of this new landing to find an unlocked metal door. Inside sits a trio of stacked crates with the Red Gate Key (2) on top of them. Use Lang's Origin power to destroy the crates, then collect the key.

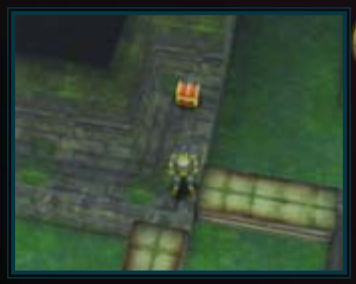
Return to the green ooze rivers of the western Sewers. Cut south upon reaching this portion of the Sewers, and pass through an open metal door. Then cut west across a small stone bridge. From this new landing, go south, then west to another metal door. Use the Red Gate Key to open the red door (3). Inside is a large red-handled lever. Throw the lever to clear the Sewer canals of the green rivers of ooze.

Locks in the sewage canals are raised into place by the red-handled lever. Exit the lever room, head north, then follow the passage west. When the passage dead-ends in a locked door, use the top newly raised lock to cross northward. Once across the lock, cut east to find a chest containing an Old Map (4). This map provides a basic outline of the canal system underground. Grab this useful map and proceed west across the land bridge.

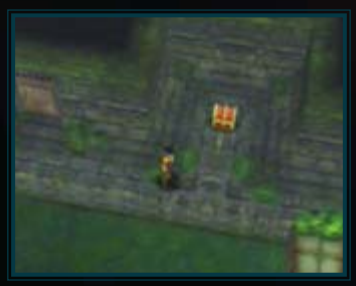
NOTE

The Old Map makes reference to a trio of switches: red (3), blue (16), and yellow (33).

This stone bridge leads to a long walkway heading west. Follow it to a completely different section of the Sewers. This passage ends with a stone bridge leading west to a corner landing. Cross to this landing, then take another bridge to the immediate south. A pair of passages now greet you—take the western passage, following it as it winds deeper into the Sewers.



The walkway comes to another stone bridge leading north. Follow that bridge, winding north and then west on the landing that you find on the other side. At the end of this landing is a chest containing a very valuable prize—the Way of Rage scroll (9). This scroll teaches Kazan how to use the potent Fists of Rage Hyper Art. Look up the scroll in your items list, activate it, then teach the new Art to Kazan.



NOTE

You pass a Thunder Switch on the way to collect the Way of Rage Scroll. This switch can't be thrown yet, but note its location.

Fists of Rage

Combination: ←, ←, ←
AP Cost: *30*

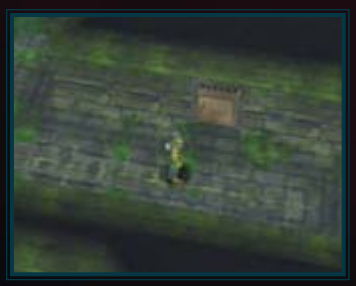
This scroll teaches Kazan his first Hyper Art—Fists of Rage. This Art consists of a relentless combination of mid-level punches in rapid succession. At the end of this explosion of force comes one final blow, often inflicting as much damage as the other punches combined. Use this Art against medium to large targets such as Humanoids or Giants for a devastating knockout punch.

TIP

South of where you found the Way of Rage scroll is a small metal door that leads to a seemingly empty room. Use Lang's Origin power to smash a small pile of crates to reveal a Heal Leaf (10).

NOTE

To the north of the chest containing the Way of Rage scroll is an unexplored landing. This landing has a pair of chests (39, 40) that cannot yet be accessed. They are protected by a Thunder Lock. You can't open it until later.



After you collect the scroll, backtrack to the pair of land bridges you found near the entrance to this new section of Sewer canals. This time, take the southern passage. When you reach a set of stairs, descend into a nearby drained canal. A second staircase sits directly across the canal—climb it and proceed along a short southern passage. The passage turns east and dead-ends with yet another metal door. Through the door is the Blue Gate Key (12) hidden behind a crate.

After you collect the Blue Gate Key, go back into the canal and up the other side. Return to the pair of stone bridges to the north, then follow the long narrow passage east. Use another stone bridge and the top of the lowered lock to wind east and south. Proceed east and climb down the second descending staircase. This brings you near the Sewer entrance.

After you reach the floor of the drained Sewer canal, follow it east and south, beneath a pair of stone bridges. The canal dead-ends at a narrow water gate and a staircase to the east. The staircase leads to a landing covered in a softly glowing green moss. Follow this landing south, moving west when you come to a small stone bridge. From here, the walkway splits—take the westward passage.

TIP

If you take the southern walkway, you find a crate containing Revival Elixir (13).

Follow the patches of glowing green moss as the passage winds south and then west. Use Lang's Origin power to smash through a small stack of crates obstructing your path. Continue west until you reach a new portion of the Sewers. Move from moss patch to moss patch until the path dead-ends into a small alcove. Use the Blue Gate Key to open the blue door (16) on the north side of this alcove, then throw the switch inside. This lowers the blue lock immediately west. With the blue switch thrown and the blue lock in place, use the campsite (17) just outside the blue door to rest and replenish your energies.

The next morning, go northward and into the Sewer canal. From here, head due north and ascend a staircase leading to a large metal door (19). Behind the door is a switch that raises locks elsewhere in the level. Throw it, then return to the canals. The canals split east, west, and south. Take the eastern canal for now, following it until you run into another fork.

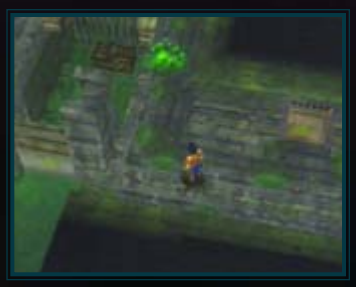
The canals now split east and west. Take the western canal, following it until it dead-ends with a metal grate. Climb the staircase to the right of the grate to reach a higher walkway. This walkway brings you to a locked door that you easily open. Pass through the door and climb down into the Sewer canals via the nearest staircase. Follow the canal west and then north, passing beneath a stone bridge. Continue to follow the canal west until you come to a staircase. Ascend this staircase northward, passing through the metal door (24).

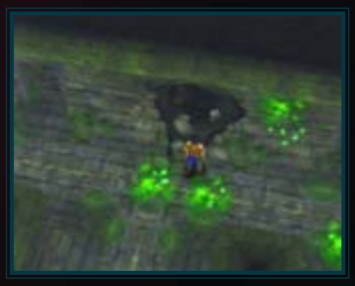
Inside is a mysterious pedestal filled with glowing green moss. Use Maya's Origin power to infuse the moss with vital living energy. The moss sparkles brilliantly, casting a gentle green glow across the entire room and revealing the Yellow Gate Key. Collect it, then return to canals adjacent to the blue lock just north of the campsite.

TIP

Many chests in this area can be accessed only by unlocking passageway doors, then raising or lowering the red and blue locks. Experiment with the switches to find which combination allows access to a specific cache of chests.

When you arrive at Sewer canals near the blue lock, ascend a staircase to the left. From this western landing, head south, across a raised lock, and onto the southernmost walkway. Follow this walkway through the Sewers to a dead end in an alcove. Set into that alcove's northern wall is the Yellow Gate (33). Use the Yellow Gate Key to open it, triggering the switch in the chamber beyond.





Use a pair of floating crates near the yellow lock to travel westward. Follow this broad passage past a pair of metal doors (37) until you come to a long ladder leading toward the surface. Between the metal doors is a broken section of the wall (38). Use Lang's Origin powers to blast a hole through the crumbling masonry. Beyond lies the ruins of a long-dead civilization.

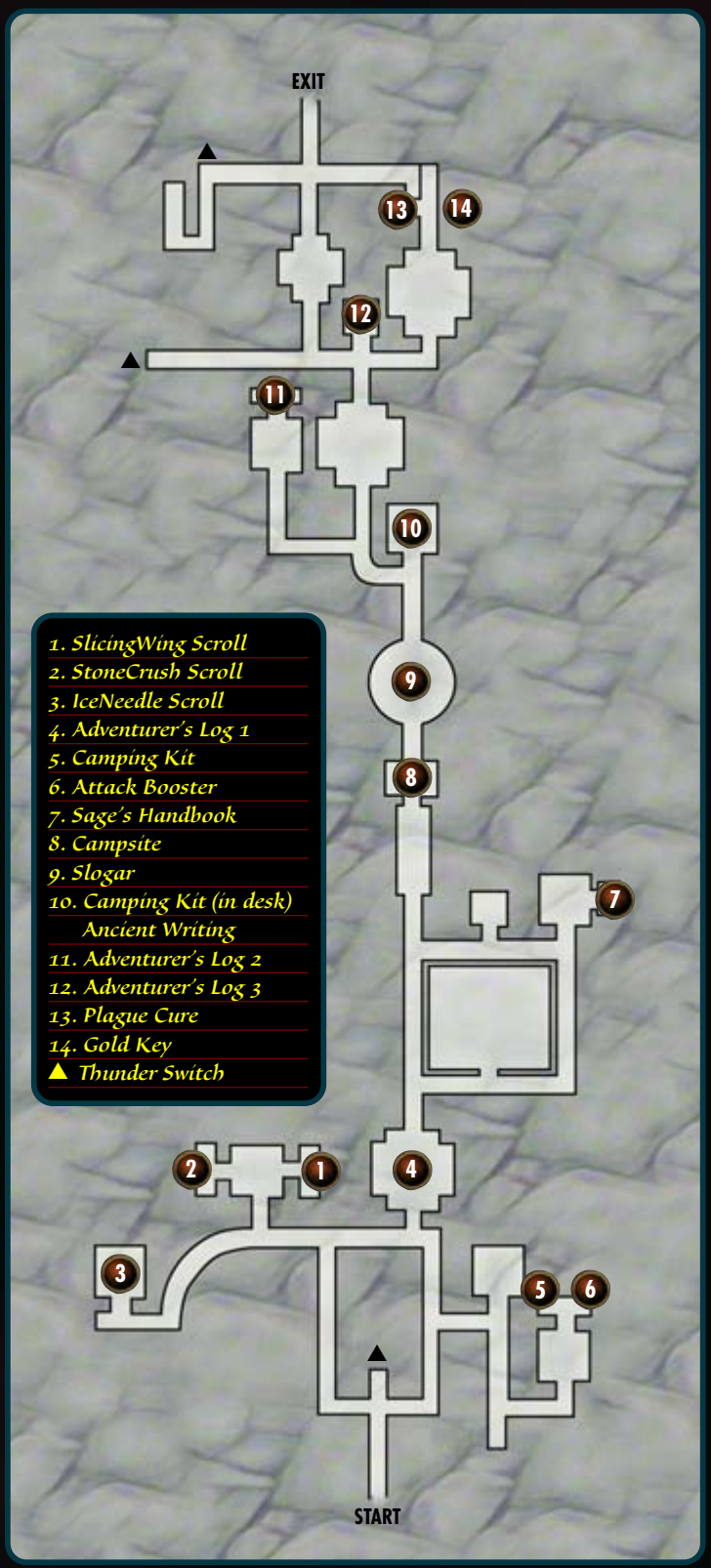
TIP

Make sure to use the ladder at least once to return to Darakin Citadel. You can later use it as a shortcut to return to the Kabel Ruins.

NOTE

The ladder leads into the poverty-stricken areas of Darakin Citadel, near the garbage pile. If you search the pile, you'll find a L'il Lisa Doll.

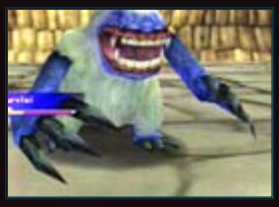
Kabel Ruins



Monsters: *Jelly Melt, Zurvlai, Bone Warrior, Stone Golem, Skulraptor*
Bosses: *Slogar*
Arts Learned: *Roaring Fang*

Kabel Ruins Encounters*

Zurvlai



Zurvlai are a powerful, albino version of the Galduke. Their long, razor-sharp claws allow them to rend even your most stalwart characters. They can also blind unwary combatants with their Dark Blaze ability. Luckily, they are rather slow, allowing you to attack first. Eliminate them in these early moments of vulnerability.

Stone Golem

These behemoths can take an *incredible* amount of damage, withstanding turn after turn of focused attacks. Further, they dish out plenty of punishment. The final nail in the coffin is the stunning effects that accompany their attacks. There is little you can do except pound these creatures with everything you've got. Stone Golems are exactly what Hyper and Super Arts were made for.

Try to slay this monstrosity early. If it is allowed to live for too many turns, it may unleash its deadly Crimson Heat ability. This laser bolt from the eyes causes moderate wounds to every party member.

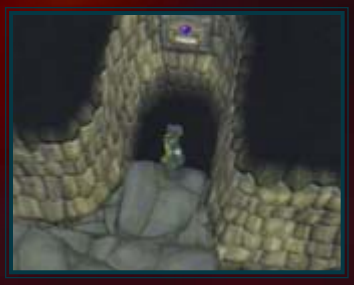
Skulraptors

Physically, Skulraptors are rather weak. But they make up for this with a wide array of extremely potent special abilities. Dark Breath prevents use of any Origin power, while Death Game is a bizarre card toss, with multiple outcomes. Four cards are provided, each with a different gruesome outcome. Some inflict damage on your party, others enhance the Skulraptor. You must pick one after the cards are shuffled and suffer the result.

Their primary weaknesses are their slowness and lack of durability. Skulraptors almost always attack last, giving you ample time to destroy them before they bring their magics to bear.

** See the Monsters section for statistics.*

Head down the ancient halls, coming to a large stonework doorway. Pass through this door to a tiny chamber dominated by four glowing pedestals. A tablet in the northwest corner reads "Obliterate solitude," providing you with your only clue to this puzzle. Use Maya's Origin power to infuse the only urn that lacks a bright, shimmering glow. This opens another stonework door to the north.



You come to an intersection of passages. To the north is a pit, guarded by a Thunder Switch. To the east is another pit, this one much shallower. And finally, to the west is a long curving passage. You can do nothing with either the Thunder Switch or the shallow pit. Head west, following the passage as it winds northward. The passage is abruptly blocked by a thin wall of stonework. Blast through it using Lang's Origin power, then continue to another split in the halls.

NOTE

There is no way to activate the Thunder Switches you've found in both the Sewers and here in the Ruins. Make note of where these switches lie—you'll soon have the means to trigger them.

Take the western passage, turning north only moments later to pass through another stonework doorway. In this room you find two pedestals and two more doorways on the east and west. Use Maya's Origin power to infuse only one of the pedestals with life and vitality. This opens the doorway closest to that urn. Collect the goodies in the room beyond, then use Lang's Origin power to extinguish the glowing urn. With Maya, infuse the neglected urn to access the second doorway. When you've collected everything from the two side rooms, use Lang to extinguish both pedestals. This opens the door you initially entered.

CAUTION

The east and west doors open only when a *single* urn is lit. If both are glowing, all doors lock down.

When you've returned to the hallway, follow a long, winding set of stairs west. This passage terminates with another doorway. Pass through to collect an IceNeedle scroll (3), then backtrack. Return to the three-way split in the passage, this time taking the eastern path. Follow this passage until it turns abruptly south. Where the passage turns, find a doorway set into the northern wall. Pass through it to reach a room of unique puzzles.

Nine pedestals are arranged in three rows in the room's center. Each moss-filled urn has a letter inscribed on it. Finally, a carving of a fish hangs on the northern wall. Collect the Adventurer's Log (4) in a nearby chest to receive the solution to this simple puzzle. Use Maya to light the pedestals that spell F-I-S-H. This opens the door to the next chamber.

The doorway to the north reveals another series of hallways—one heading north, the other east. Follow the eastern path, turning with the passage as it winds north and then west in a counterclockwise motion. Pass by the first two stone doors and enter the third, westernmost door.

CAUTION

If you take the northern path, you walk straight into a Bone Warrior ambush. Two seemingly innocent statues rise up and strike as you pass.

NOTE

As you head east, you pass an elevator. This elevator leads to a lower level protected by a Thunder Switch. Leave it for now.

Inside is a long narrow chamber with a single row of four moss-filled pedestals arranged on the floor. Before the pedestal is a carving in the floor that reads "Nearer is clearer, distance obscures. This is the way of the world." Use this hint and light the two nearest pedestals using Maya's Origin power. Extinguish the two pedestals farthest away from the inscription. When this is done, a doorway to the north opens, granting you passage.

Inside you find a campsite (8). Rest here for the night, making sure to expend a Camping Kit to restore all of your MP. When your characters are fully rested and restored, pass through the doorway to the north and prepare for a gruesome battle.

TIP

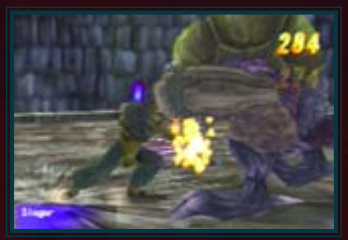
Eat some Kazan Curry while in camp. This dish provides *tremendous* benefits in the upcoming battle.

Maya is immediately brought to her knees upon entering this enormous final chamber (9). Memories of her past overwhelm the poor girl as she catches sight of the complex inscription cut into the chamber floor. As Kazan and Lang try to comfort her, a pair of unexpected guests arrive from the north—Bishop Doplin and his advisor Velna. After a short conversation with Kazan, Doplin unleashes the fury of his newest creation—Slogar.

Battling Slogar*

As the battle opens, things look bad. Maya is incapacitated on the floor of the rune-inscribed arena, leaving only Kazan and Lang to fight. What's worse, the enormous beast Slogar is completely immune to even your most potent Origin attacks and laughs off Art combinations. It's all you can do to avoid being slaughtered, let alone claim victory. Slogar hammers you with one potent move after another, although no one attack inflicts more than 500 points of damage. Use Bronze Barome and other healing agents to keep yourselves alive. Avoid using any abilities that burn AP or MP—you'll need those in just a moment. Also, use this opportunity to upgrade your fighting abilities with items such as Attack Bottle and Guard Oil.

After you take four turns as a demonic punching bag, the odds are suddenly and unexpectedly evened. With a guttural cry of anguish, Maya expels a searing burst of white-hot light into Slogar's twisted form. The beast is staggered, and Maya is left limp and unconscious from the effort. When Slogar rises moments later, he's vulnerable to your attacks. Hammer the creature with your best combos and Origin attacks, sparing nothing.



The two most potent attacks are the Origin of Fire's Flaming Fist, and Kazan's Fists of Rage. Use one of these attacks with one character, while the other uses Healing Leaves and Bronze Baromes. This one-two combination of keeping your party's health up, while relentlessly inflicting thousands of points of damage per turn, assures a victory.

** See the Monsters section for statistics.*

Roaring Fang

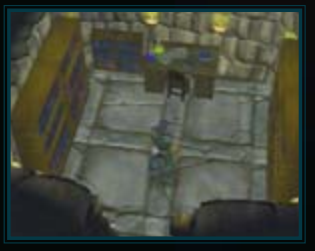
Combination: ↑, →, ←, ↑
AP Cost: *40*

Around the time of your battle with Slogar, Lang can learn the powerful new Roaring Fang Hyper Art. In order to learn Roaring Fang, Lang must make frequent use of the slightly less powerful Raging Fang Art. Often, your battle with Slogar will provide Lang with all the Raging Fang Art experience necessary to learn Roaring Fang

The battle is fierce and costly at first. Nothing you do has any effect on this massive beast. However, a few turns into the battle, Maya evens the odds with a primal burst of light that weakens Slogar. Hammer him with your most potent combos from this point on, sparing no expense in AP or MP. When the creature finally explodes into a fiery ball of ash, the party is left alone to investigate the remaining portions of the Kabel Ruins.

NOTE

The battle has an additional reward—Maya's voice. Soon after the battle, she regains her ability to speak.



The northern doorway of this enormous chamber reveals another series of catacombs. Head due north and through a stonework door. Your party finds a small library, complete with working desk. Inside the desk sits a Camping Kit and obscure Ancient Writings (10). Collect both, then exit the room and head west. Pass the first door you find, moving on to the westernmost hallway. Here you find a gauntlet of Bone Warrior statues. Each statue ambushes you as you pass, so prepare for a long and bloody fight.

Beyond the doorway lies another series of moss-filled pedestals. Read the inscription on the plaque on the north side—"There is an order to everything." Use this hint to light the pedestals one at a time, starting with the northeast corner, then southwest, northwest, and southeast corners. Do this in the proper order and a doorway to the north opens. Inside is a chest containing the Adventurer's Log 2 (11). This log holds vital clues to puzzles farther in.

Now return to the doorway that you passed before reaching the gauntlet of Bone Warrior statues. Beyond this door is another group of pedestals, these colored. Refer to the Adventurer's Log for the following clue on how to beat the puzzle—"Yellow earth bathed in blue waters, and the world was cleansed. Red sun bore green winds and the world was healed." Follow the sequence outlined in the verse from the Adventurer's Log—yellow, blue, red, green. When the sequence is entered correctly, the doorway to the north opens.

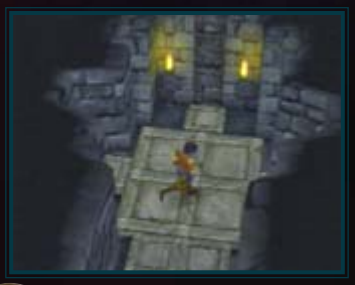
The northern doorway reveals more halls and more stonework doors. Continue northward, passing through the closest door. Collect the Adventurer's Log 3 (12) that lies in a chest inside. With the log in hand, return to the hallway and move east to yet another stonework doorway. Pass through to an enormous chamber with a large ring of moss-filled pedestals.

Read Adventurer's Log 3 to reveal the following clue about this puzzle—"7 to the right, 4 to the left, 2 to the right, and 15 to the left." Starting with the one lit pedestal on the northernmost side of the chamber, count clockwise 7 pedestals and light it. Then count counterclockwise 4 pedestals, clockwise 2, and finally counterclockwise 15. When the sequence has been entered correctly, the doorway to the north opens. Pass through the doorway and collect the contents of two chests found there—a single dose of Plague Cure (13) and the invaluable Gold Key (14).

TIP

The wall beyond where you found the Gold Key is hollow. Use Lang's Origin ability to destroy it and reveal a Thunder Switch.

Grab the Gold Key and backtrack to the hallway. Now head east until a passage splits off to the north. This hallway is protected by a pair of Bone Warrior statues, so be ready. Once you've dispatched the passage guardians, head through the stonework door at the end of the hall. You now find a statue surrounded by four moss-filled pedestals. The key to solving this puzzle can be found in the inscription on the wall that reads "the clock shows 3 o'clock." Light the western urn to cast a shadow representing the hour hand of a clock. Then light the southern urn to represent the minute hand of a clock. When the shadows appear to be at 3 o'clock, the northern door opens.



Beyond the doorway is a large metal grate. Use the Gold Key to open this final obstruction. The ladder beyond the grate leads to the surface and back into Doplin Castle.

NOTE

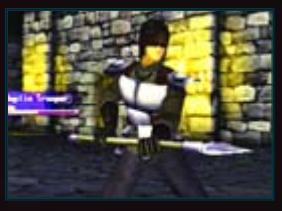
The passages before you reach the metal grate split to the east and west. To the west is another Thunder Switch protecting a small cache of chests.

Doplin Castle

Monsters: *Doplin Trooper, Doplin Officer, Doplin Reserve, Doplin Soldier*
Bosses: *Raynof the Brave, Zoan Stoara*
Arts Learned: *None*

Doplin Encounters*

Doplin Trooper



Doplin Troopers are formidable pikemen who inflict a respectable amount of damage. Troopers are well trained in the use of their weapons and frequently parry your best attacks. However, their heavy pikes slow them down considerably. Use the first strike opportunity to dispatch them as quickly as possible. Use combos with far more blows than necessary to ensure that the Trooper goes down in one turn. When faced with a variety of Doplin guards, focus your attacks on the Troopers first.

Doplin Officer

Officers are much less capable fighters than their Trooper subordinates. However, they are adept at parrying attacks and have a habit of surviving a full turn of your most brutal combos. They can inflict 150–250 points of damage, but they almost always attack last. When facing groups of Doplin's guards, make Officers your second priority behind Troopers.

Doplin Reserve

Doplin Reserves are the pathetic punching bags of Doplin's castle guard. They carry no weapons, are incapable of attacking, and have almost no chance of parrying your attacks. They are the perfect target on which to practice new Art combinations, as they have no chance of actually inflicting damage. Best of all, if you don't kill them in one turn, they often heal their own injuries. This provides you with a whole new round to abuse their poor armor-clad bodies. Enjoy!

** See the Monsters section for statistics.*

You arrive on the lowest level of Doplin Castle's annex. Lang and Maya have seen this before. Retrace your steps from the midnight escape and slowly proceed to the foyer where you battled the Mighty Balkan. Despite the fact that the annex and gardens are filled with ready troops, the foyer of Doplin Castle is surprisingly abandoned. Head to the north side of the upper level, passing through an ornately crafted set of wrought-iron gates.

CAUTION

The annex and garden are *crawling* with guards. Expect to take no more than a few steps between encounters.

TIP

Before passing through the iron gates, lower the drawbridge and return to Darakin Citadel. Once the guards see you, they assume that the castle is now open and allow you free access in and out. Use this chance to replenish your supplies before continuing.

The ornately decorated hall beyond the gate has hallways leading east and west. To the west you find Elliott's room. Pillage the gaudy chamber and investigate the cake to learn a new recipe (16). To the east is the Bishop's private quarters. Snag the only significant prize in the room—the Prehistoric Study (17). When you've completed this bizarre journey into the personal life of a megalomaniac, return to the hallway and pass through a second set of wrought-iron gates to the north.

New Recipes

Princess Cake

Materials: *Cream, Cooking Oil, Dessert Set, Cookie Set, Pork*
Materials Cost: *950*
Effects: *HP Down (10%), MP Down (10%), INT Down (10%), MEN Down (10%), CHA Down (10%), AGL Down (10%), ATK Up (10%), DEF Up (10%)*

This disastrous concoction is ridiculously expensive and has too many major negative modifiers to use even if it were free. To make matters worse, the insane chef who first baked this confection included *pork* with the various dessert ingredients! Avoid this unless absolutely necessary.

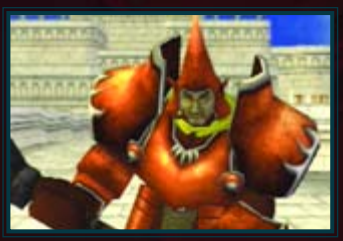
St. Joprian's Church lies beyond the luxurious halls of the castle proper. Before you can reach this church, a vaguely familiar red-armored warrior proudly strides into your path, denying you entrance. It is Raynof the Brave, brother to the Mighty Balken and captain of the Red Guard. Raynof is protecting the church because the Sacred Azure Stone is within it. Battle your way through Raynof, then proceed inside the church.

TIP

Take advantage of the save point near the church door. Also, make sure your characters are at full HP and MP before going inside.

Battling Raynof the Brave*

Although Raynof is flanked by a pair of Crimson Warriors, this comical battle is with Raynof alone. No matter how much damage you do to the Crimson Warriors, they remain as cheerleaders and moral support for Raynof until the bitter end. Hammer him with your best combos, sparing no expense in AP or MP. Use Maya for healing.



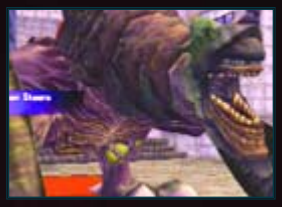
The battle is more comic relief than any real danger—there is almost no way you can lose. Much like his brother Balken, Raynof waxes poetic through the entire battle. Each speech indicates that he has sustained more damage. By the time he starts to wheeze and gasp between threats, you know the battle is over.

** See the Monsters section for statistics.*

Inside the church, Bishop Doplin stands before an enormous stone tablet, working furiously to decipher a specific incantation. Floating above both Doplin and the tablet is the Sacred Azure Stone—the Aqualith that Lang has been searching for. Upon seeing the party, Doplin pontificates endlessly of his plots to rule the world and gain godhood through use of the Aqualith and various ancient Kabel artifacts. As he speaks, a field of absolute darkness forms before the mammoth stone tablet. From within this field step Velna and her true master, Golden Eyes.

Golden Eyes is referred to as "Master Avalon" by both Doplin and Velna. Avalon recognizes Lang as something more than a mere Mystic, and offers him a place in the new world order he is creating. When Lang refuses, Avalon quietly returns to the dark void from which he came, leaving Velna and her hellish minion to dispatch the entire party. With a slow and deadly smile, Velna unleashes her truest creation—the demon Zoan Stoara. With her hellish minion unleashed, Velna and Dolphin join Avalon in the inky void.

Battling Zoan Stoara*



This battle opens much like the last did—with the party unable to damage the demon in any way. Don't waste your AP or MP with expensive moves. Instead, use this opportunity to upgrade your characters' stats with items such as Attack Bottle, or the Origin power Earth Protector. Use Bronze Baromes to maintain your party's health through the toughest part of the early battle. Expect to be hammered by one area-effect attack after another, each inflicting moderate to heavy damage. This goes on for at least four turns.

** See the Monsters section for statistics.*

During this time, Maya attempts to summon both her courage and her strength. After four turns, she tries to tap the magical energies inside her. You are suddenly given an attack option for Maya, complete with open combination moves. However, there are no specific Arts for her to project, and no AP points with which to power them. Until you can find a combination of moves, Maya's attempt to call upon her magic remains futile. She is repeatedly given the hint of using earth, wind, water, and fire. Use the following combination to unlock Maya's power, and level the playing field in this one-sided battle.

Big Bang: ↓, ↑, →, ←
AP Cost: *40*

With a spectacular explosion of light, Maya touches the magic within her and unleashes it on this minion of the underworld. Although she does very little damage to Zoan, her attack does render it vulnerable to your attacks. Unleash the entirety of your party's best attacks, Origin powers, and Hyper Arts. Despite Maya's newfound magic, she is best left in a supporting role, healing party members as they are injured. Maintain your party's health and hammer the beast with an unrelenting series of attacks, and soon victory will be yours.

The battle is fierce, and often desperate, but with Maya's sudden mastery of her magical abilities, the battle can be won. When Zoan falls, Lang joyously collects the Aqualith. With his friends at his side, Lang embarks on a journey home.

Homecoming: A Hero's Welcome

From Castle Doplin, go through Darakin Citadel and back to the World screen. Click on Nohl to return to your home town. The trip home is done completely from the World screen.

TIP

Go back into the Darakin Weapon Shop before leaving town. If you are lucky, Kazan can haggle and buy the Venom Blade at a drastically reduced price.

TIP

Visit the kitchen of Chez Snobbe. The cook gives you a manual on how to cook a few new dishes, including Beef Sandwich, Spicy-Hot Salad, and Bacon and Eggs.

Lang returns to the quiet hamlet of Nohl to a hero's welcome. Everyone from Hawke to Lang's old mentor Galvan offers him hearty thanks and gratitude. Once the Aqualith has been returned to its place above the lake, a grand celebration is held back at Galvan's residence. Gain control of Lang, and return to the board-inghouse on the north end of town. Here Galvan and Nancy await you. Galvan challenges Kazan to a drinking contest, and Maya helps Nancy prepare the evening meal. Head back to Lang's room and take a well-deserved nap.

When Lang wakes up, head outside to find the entire party training. Galvan announces a trip to Hunter's Wood, and the party soon follows. Leave the confines of Nohl proper, and use the World Map to guide your party to Hunter's Woods for some special training in new moves.

Hunter's Woods

1. *Flag of Retreat*
2. *Klaw Ant Hive*
3. *Heal Powder*
4. *Heal Powder*
5. *Klaw Ant Hive*
6. *Marcus*
7. *Heal Powder*
8. *Save Point*
9. *Leaf of Stamina*
10. *Dein, Gather Crab*

Monsters: *Mad Hounds, Saberwulf, Mad Thorn, Corrosive Tusk, Kaos Weegle*
Bosses: *None*
Arts Learned: *Divine Bolt*

New Encounters*

Saberwulf

These powerful cousins of Bloody Wolves are quick and deadly. Their powerful jaws can inflict up to 300 points of damage in a single turn, and they are agile enough to charge your party before its defenses are raised.

Mad Hound

Mad Hounds are the pack leaders of the numerous attacks you must endure in the Hunter's Woods. They are faster, more accurate and much more powerful than even the formidable Saberwulves. Further, Mad Hounds have special abilities that can immobilize any party member for an entire turn.

** See the Monsters section for statistics.*

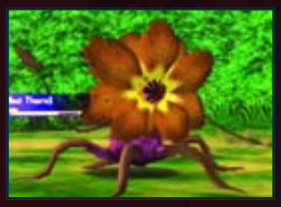
Corrosive Tusk

Neither the Saberwulf nor the Mad Hound compares with this undead monstrosity spawned by arcane energies. This terror attacks with lethal ferocity, often moving before Kazan. They are also ridiculously durable. Use Super and Hyper Arts to quickly take them down. Despite its upgraded stats, the Corrosive Tusk has no new special abilities.

Kaos Weegle

Of all the horrors created by the darkened sun, none compare to the sheer brutality and lethal efficiency of the Kaos Weegle. In addition to being surprisingly durable, Weegles can inflict 400+ points of damage in a single turn. Further, their Poison Spit special ability adds more than 250 points of damage to their impressive array of physical attacks. Aim low to make sure all of your blows land.

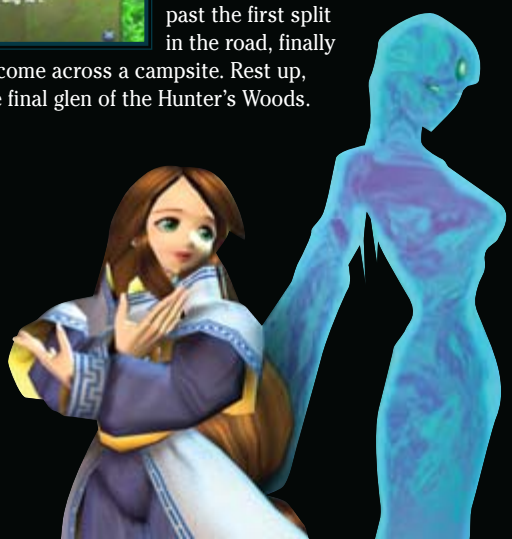
Mad Thorns



Mad Thorns can soak up an *obscene* amount of damage, absorbing turns of your best combinations before falling. Further, with their thick vine whips, Mad Thorns inflict their own punishment. Among their special abilities, MP Thief poses the greatest threat as it leaches away MP and the ability to use Origin powers.

Concentrate your attacks on one Mad Thorn at a time to eliminate them quickly. Also consider using Lang's Flaming Fist attack, as Mad Thorns are extremely vulnerable to fire, and Lang is likely to be drained of the MP anyway.

As soon as you enter the woods, a Saberwulf attacks your party. Kazan uses this opportunity to teach Lang a new Hyper Art—Divine Bolt. This powerful new Art dispatches the Saberwulf in a single strike. Once the danger has passed, continue southward down the main dirt path. Continue past the first split in the road, finally stopping when you come across a campsite. Rest up, then continue to the final glen of the Hunter's Woods.



Divine Bolt

Combination: ↑, ↓, ↓, →
AP Cost: *40*
Location Learned: *Hunter's Wood (from Kazan)*

This powerful attack is defined by the devastating opening thrust that causes the majority of its damage. With the energies focused by the Tang arts of fighting, Lang can inflict thousands of points of damage. However, use this new ability sparingly. At 40 AP per use, Divine Bolt can quickly deplete your strength.

TIP

Before reaching the final glen, you have another opportunity to camp. Rest and upgrade your party's stats by cooking.

At the final glen you find Galvan and his young ward. As Galvan begins to show the party his latest kill, the sky suddenly darkens. Swirling clouds and vile energies writhe across the sky, casting an eerie shadow on the land. As this dark light touches the green meadows of Hunter's Wood, the monsters felled by Galvan's blade rise—twisted and disfigured beyond recognition. Kazan has only moments to send Galvan and his charge back to town before a desperate battle ensues.

When the battle ends, Lang and Kazan quickly realize that the ebony sun is the fulfillment of Avalon's dark prophecy. Speed back to town, fighting through waves of deadly Mad Thorn and Kaos Weegle attacks. When you arrive in town, your fellow villagers are deeply troubled by the reports of mutated monstrosities in Hunter's Woods as well as the blackened sun. Rush to Galvan's residence to speak with the captain of the Vigilance Corps. Once the conversation is complete, head back outside, where your party must decide the next step.

An ancient spirit named Reym may know how to stop Avalon's dark prophecy and restore the world to its proper order. Maya suggests that they visit her home town of Yuno, beyond the Forest Maze, to speak with Reym. However, the Forest Maze is virtually impassable without some Nizel Red Sand to counter the obscuring mists that permeate the woods. Your first trip is to Mt. Gabel to collect the Nizel Red Sand from Kazan's residence.

NOTE

The enemy monsters have been significantly upgraded from last time you encountered them.

Mt. Gabel

Monsters: *Mad Thorn, Volt Spine, Elegrem, Baki Master*
Bosses: *None*
Arts Learned: *None*

New Encounters*

Volt Spine

Volt Spines are agile, durable creatures, with a relatively limited array of special abilities. They tend to be rather slow, granting your party ample time to dispatch them before they can attack. However, when they besiege your party, Volt Spines can inflict terrible damage of up to 450 points in a single turn. When these tiny terrors aren't flipping overhead in direct physical combat, they hold back and use their Mortal Fear special attack, contaminating their victim with deadly venom. Their last special ability is Thunderburst—an electrically charged tail attack that inflicts additional damage.

When battling these creatures, aim low. Their slight stature makes any high-aimed shots fly completely over their heads. Use low power Super Arts in conjunction with Normal Arts to knock these creatures out in a single round.

Elegrem

These hulking goliaths are living tanks, able to absorb an insane amount of damage and return it in kind. Although ponderously slow, an Elegrem can inflict up 600 points of damage in a single turn if all three mighty goring attacks connect. When using its Dark Flare special ability, an Elegram can dish out an impressive 400 points of damage from a distance—and you have no possibility of dodging or parrying the blast.

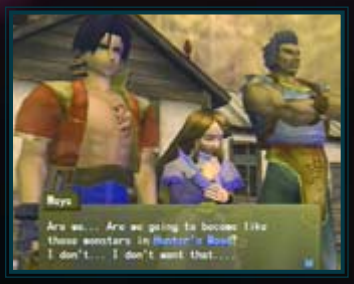
Hammer these creatures quickly and ruthlessly, using your most potent Hyper Arts and special abilities. Lang's Roaring Fang Hyper Art is particularly effective. When facing a group of mixed enemies, make Elegrams your first priority.

Baki Masters

Baki Masters are exceptional fighters that rival the speed and ferocity of Kazan himself. They rain down an avalanche of attacks, inflicting up to 450 points of damage in a single turn. Further, these creatures are agile enough to block many of your most potent blows. Like all Baki, the Masters are adept thieves.

To defeat them, concentrate on low-hit, high-damage combinations. Wind Blade and Goblin Dance are two effective Arts.

** See the Monsters section for statistics.*



Once you arrive at Mt. Gabel, carefully climb up the mountainside. The monsters lurking here have grown substantially stronger since the darkening of the sun. Battle northward until you reach Kazan's home. Upon inspecting his former residence, Kazan finds that *everything* has been taken. Only then does Kazan remember telling Kenjiro, the merchant, that he could have whatever he wanted when Kazan first left Mt. Gabel. The party has no choice but to search for Kenjiro in hopes of retrieving the valuable Nizel Red Sand. The only clue you have is that Kenjiro is likely "in a place with many people."

Battle back down the mountain, then head to nearby Darakin Citadel. As predicted, Kenjiro is easily found where there are many people. Find him at the garbage pile behind the Junk Shop, sitting on a tatami mat, selling his wares. Kenjiro still has the Nizel Red Sand, but he's willing to trade it only for a rare Lyps's Tear. He is even kind enough to sell you Blowfish Weed to lure the Lyps to you. Kazan and the rest of the party have no choice but to comply with his terms.

TIP

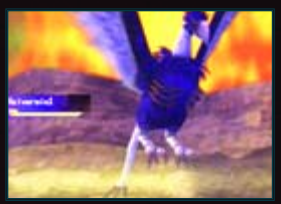
Once you've chatted with Kenjiro about the Nizel Red Sand, speak with him again to peruse his selection of weapons, armor, and other items. This portly little merchant offers some of the best wares in town.

Gale Canyon

Monsters: *Helvermin, Baki Master, Bronze Golem*
Bosses: *Lyps King*
Arts Learned: *None*

New Encounters*

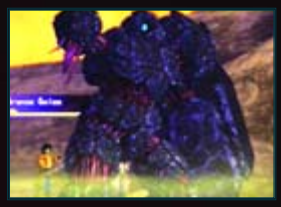
Helvermin



These hellish vultures are agile, powerful creatures, capable of rending your characters limb from limb. Although the Helvermin has few attacks, it can inflict up to 700 points of damage in a single turn. Helvermin possess a variety of special attacks such as the Poison Bite, or the rending Claw Bites that add to the deadly one-two combination. When battling a Helvermin, increase your defensive posture by attacking less aggressively. This increases the chance of blocking one of the two attacks, thus minimizing the damage you sustain.

** See the Monsters section for statistics.*

Bronze Golem



These enormous behemoths can take an *incredible* amount of damage, withstanding repeated focused attacks. With the clubs of their giant metal arms, they dish out their own punishment. Stunning effects accompany their attacks as well. Pound these creatures with everything you've got. Bronze Golems are exactly what Hyper and Super Arts were made for. Wind Blade in particular cuts through a Bronze Golem like a hot knife through butter.

Try to slay this monstrosity early. If it lives for too many turns, it may unleash its deadly Crimson Heat ability. This laser bolt from the eyes causes moderate wounds to every party member.

Lyps King

Monarch though he may be, the Lyps King is much like his lesser subjects—a huge coward. Given the opportunity, the Lyps King will flee battle and elude your party. To stop this, you must take him out in one turn, preferably with one series of attacks. If you give him a chance to get away, it may be a *long* time before you see him again.

TIP

Consider buying more than just one Blowfish Weed. The concoction lures multiple Lyps Kings—each worth 10,000 Gold and more than 3,000 experience points.

Hunt the elusive Lyps in Gale Canyon. Pick up at least one vial of Blowfish Weed before you leave. Without it, you have almost no chance of finding a Lyps. Once you arrive in the canyon, apply the Blowfish Weed to your party. This *dramatically* increases the odds of meeting a Lyps. Even so, it may take several battles before this mysterious creature makes a cameo.

Persevere through waves of brutally mutated monsters, and eventually you cross paths with a Lyps King. Don't let this opportunity pass—hammer the lippy bugger with everything you've got. If you give it half a chance, it makes a mad dash out of combat. When the creature falls, collect its tear and return to Darakin to speak with Kenjiro.

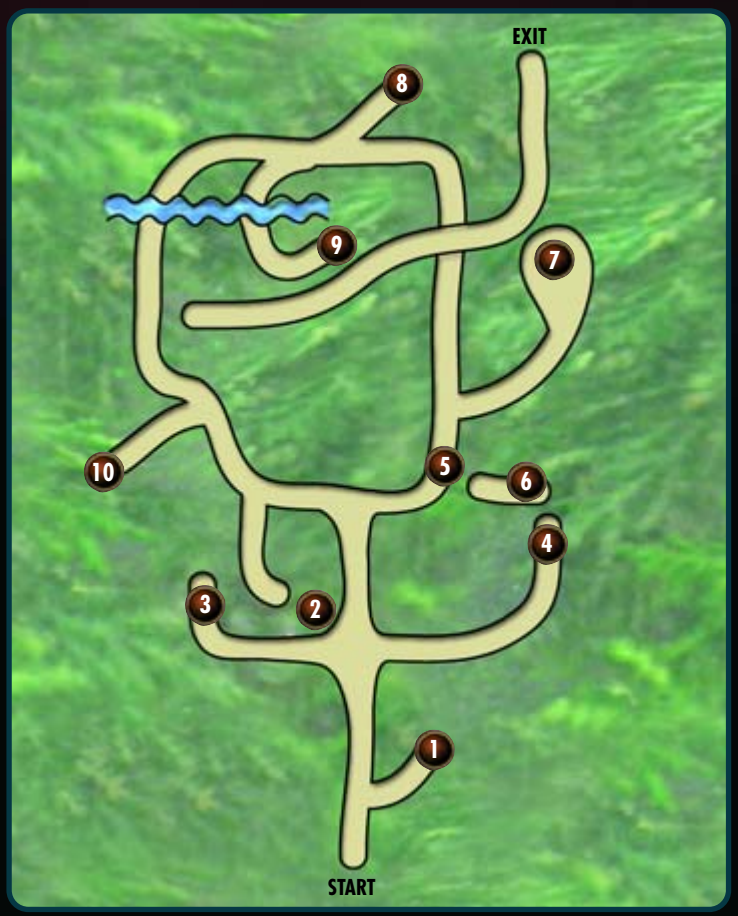
Homecoming

True to his word, Kenjiro trades the Lyps's Tear for the valuable Nizel Red Sand. Use any funds you've accumulated through your battles to upgrade your weapons and armor from Kenjiro's stock. When you have either purchased or combined all the weapons and equipment you need for your journey, head west to the Forest Maze.

TIP

Stock up on Flameburst scrolls before you leave. You will need them to destroy an annoying little menace known as Mrs. Bean.

Forest Maze



1. *Attack Oil*
2. *Revival Elixir*
3. *Bonus Bangle*
4. *Silver Barome*
5. *Angel's Blessing*
6. *Spell of Water*
7. *Fruit Tree*
8. *Wisdom Oil*
9. *Campsite/Spring*
10. *Armor Bangle*

Monsters: *Dino Taurus, Lyps King, Loghart Crab, Hanged Snail, Dark Fly, Bean Cannon, Mrs. Bean, Kocus Karcas*
Bosses: *Gold Beetle*
Arts Learned: *Airborne Fury, Demon Crusher, Absolute Zero*

Forest Encounters*

Dino Taurus

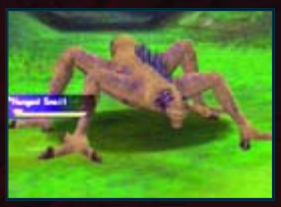
A Dino Taurus is little more than an enormous gaping maw with legs. They are quick and durable, with an annoying special ability. Every time a Taurus bites one of your characters, that bite will probably induce a berserk frenzy. Finally, these squat creatures are very low to the ground, making any high-aimed shots utterly ineffective.

Lucky for you, the Dino Taurus's bite isn't particularly powerful and inflicts relatively little damage. Cut into them with attacks such as Maya's Windblade, or high-hit, high-damage Arts. Dino Taurus cannot dodge or parry most of your attacks.

Loghart Crab

This enormous monstrosity moves slowly but packs a powerful punch. What's worse, each blow of its mighty claws can inflict 250–300 points of damage. Its powerful punishment will throw any character from his or her feet at the end of every combat round. When the creature has been damaged, it begins to spew venom along with its massive pincer attacks.

Hanged Snail



The Hanged Snail is a bizarre two-headed beast. Although its array of physical attacks is somewhat limited, don't underestimate its Demon Blaze special ability. With it, this creature launches a series of fireball attacks from both heads—focused on one character at a time. This dangerous attack inflicts between 350 and 450 per attack and cannot be parried or dodged.

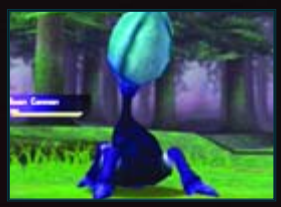
Dark Fly

Dark Flies are hovering monstrosities that can harass your entire party. They are difficult to hit, being vulnerable only to high-aimed swings and punches. They have a wide range of special abilities—the most notable of which is the Evil Scream. This attack causes paralysis in its victims, preventing them from moving until either cured or injured. Further, the Dark Fly has a poison tail, which it can plunge into its enemies with lethal ferocity.

Their only significant vulnerability is their low HP. A series of combos aimed high should take them out in a single round of combat.

** See the Monsters section for statistics.*

Bean Cannon



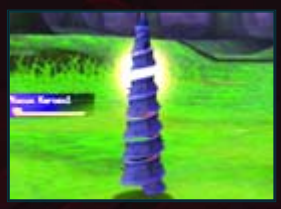
Bean Cannons have no conventional attack. Instead, they eliminate opponents by ejecting tiny Mrs. Beans. These Mrs. Beans are extremely formidable and can inflict hellacious damage. During its first turn, hammer it with everything you've got. If you eliminate the Bean Cannon before it releases the Mrs. Beans, you can save yourself a world of pain.

However, to gain extra experience, Gold, and items, allow the Bean Cannons to generate a small group of Mrs. Beans. Then destroy them all with a Flaming Fist or any scroll.

Mrs. Bean

Mrs. Beans appear only when ejected from a Bean Cannon. These tiny cretins are quick, deadly, and immune to all normal damage. Destroy them magically, either by Origin powers or with a scroll. If you've allowed multiple Mrs. Beans to generate, try using an area-effect Art, such as Flaming Fist to eliminate the entire pod.

Kocus Karcas



Kocus Karcas is a highly unusual creature that resembles a loosely wound length of horn. With a ghostly light radiating from its spiral coils, a Kocus Karcas slowly floats toward an enemy. Once it closes within striking distance, it uses its potent Stealth Shot to hammer its opponent with a quick burst of attacks. To supplement its array of physical attacks, a Kocus Karcas employs its Drill Crush special ability, inflicting up to 700 points of damage in a single strike.

The creature is resistant to most forms of elemental attack and can absorb a reasonable amount of punishment when challenged physically. It is completely immune to any form of Origin attack. To ensure that your strikes land, aim low or level.

When you arrive at the Forest Maze, Kazan instructs Lang to use the Nizel Red Sand to protect the party from the stupefying effects of the forest mists. You take no more than two steps into these dark woods before the party is ambushed by the first of many waves of bloodthirsty monsters. These creatures have also been twisted by the blackened sun.

TIP

Before entering the Forest Maze, make camp while still on the World screen. Cook one of your favorite dishes in preparation for the many battles that you will face within the maze.

TIP

Blowfish Weed is an excellent way of reducing the number of dangerous encounters in the Forest Maze. When it is applied to your party, roughly every third encounter will be with a Lyps King—meaning fewer perilous battles and more experience and Gold.

Head north to explore the gently sloping wooded paths of the Forest Maze. Your second encounter is an attack from an enormous Loghart Crab. Kazan takes this opportunity to teach Lang his first Variable Art. This tandem attack makes quick work of the Loghart Crab and adds a new attack type to both Lang and Kazan's arsenal of Arts. With the beast destroyed, continue north until you come to a large, open glen.

Variable Arts

In addition to the numerous Normal, Super, and Hyper Arts, there are also two-person Variable Arts. These Arts meld the power of two different characters into one devastating attack. Perform these by initiating the proper Art combinations for the two characters you want to involve in the attack. In this first Variable Art, Kazan combines his Demon Crusher Art with Lang's Airborne Fury.

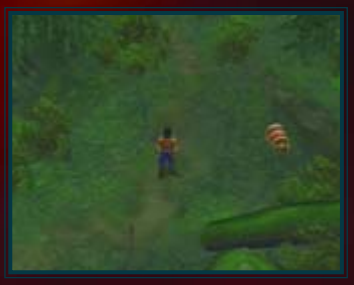
Airborne Fury

Combination: ↓, ←, ↑, →, ↓, ←
AP Cost: *80*

Demon Crusher

Combination: ↑, ←, ↓, →, ↑, ←
AP Cost: *80*

Kazan moves in first with a series of deadly punches to the midsection. This weakens the enemy and opens it up to Lang's follow-up attack. With Kazan's cry of "Finish it!", Lang bounds through the air, slicing the beast down the middle with an utterly devastating 8,000[PL] point attack. Use this ability *very* sparingly, as it drains 80 AP from both Kazan and Lang.



The open glen offers you three paths from which to choose. Select the northern passage for now, continuing until you reach a split in the road. At this second crossroad, follow the eastern way. When the path gently curves north, take a close look at the underbrush along the turn. The fallen log can be used to reach a concealed clearing among the trees. At the east end of the clearing you find a chest containing a Spell of Water scroll (6). Use this scroll to teach Maya a new Hyper Art—Absolute Zero.

Absolute Zero

Combination: →, →, →, →
AP Cost: *36*
Once you have the scroll, go to your Items inventory and select it. Choose Maya as the recipient of the knowledge of the scroll to teach her the new Hyper Art. This potent special ability allows Maya to freeze her enemies solid and then shatter their brittle bodies. It is best used against Fire-based creatures, although it is still extremely effective against any elemental force except Water.

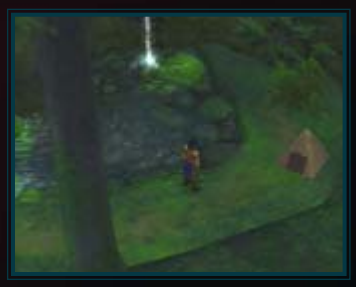
Return to the main path, heading north a few steps. To the east, beside a half-buried chest, is an easy-to-miss trail. Follow it as it gently arcs north. At the end of this pathway you find a beautiful tree in the center of a small clearing. Have Maya infuse the tree with the living energies of Rivas. This ripens the fruit of the tree and opens later portions of the Forest Maze to your party. Be careful. If you use Kazan's Origin power, you shake lose the Gold Beetle—a formidable guardian of this tree's fruit.

Battling the Gold Beetle*

This battle is completely optional. If you do not use Kazan's Origin power to shake the Gold Beetle loose, you never need to battle this fearsome creature. However, if you do wake this sleeping giant, be wary. The Gold Beetle is surprisingly durable and can inflict 700+ points of damage in a single turn. Further, its Poison Spit special ability adds more than 350 points of damage to an impressive array of physical attacks.

** See the Monsters section for statistics.*

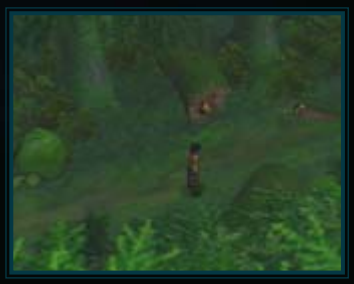
Aim low to level with these creatures to make sure all of your blows land. The Gold Beetle is the *perfect* recipient of your new Variable Art attacks. Spare no MP or AP to quickly drop this deadly creature.



Backtrack to the main path. This time, head north, following the trail as it ducks beneath a log bridge. Wind west and stop when you find a small path leading south. Use this pathway to reach a beautiful campsite set beside a waterfall. This is your only opportunity to camp in the Forest Maze, so use it well. Cook up a batch of your favorite dish before leaving camp and returning north to the main path.

TIP

The waterfall beside the campsite has healing properties. Drink from it to restore much of your HP and MP.



Return to the main path and turn westward. Follow the forest trail as it winds southward. After crossing the brook, look on the east side of the trail for a fallen log. Use it to reach a concealed trail. This trail goes east until it is obstructed by a fallen tree trunk. Use Lang's Origin power to shatter the tree and continue to the end of the Forest Maze.

TIP

Before crossing the fallen log to the secret trail, cut south. On a side trail you find the Armor Bangle—a potent and powerful amulet.

Forgotten Village of Yuno

When you exit from the twisting turns of the Forest Maze, the only path out of the woods leads into the Forgotten Village of Yuno. Kazan is initially reluctant to enter the village, but after a short conversation with the townspeople, he learns that he is welcome. The party soon retires to Maya's small cottage for some well-deserved relaxation. Kazan uses the opportunity to visit old friends and partake of his favorite pastime—drinking. Maya decides to be alone and visit her parents' grave.

When you have control of Lang, lead him around Maya's cottage, collecting a Refreshing Seed and Regular Fertilizer from the cupboards and drawers. You find a pair of exits—one leading southeast into town, and one leading northwest to Reym Cavern. Visit town for now, heading to each building in turn. Yuno is a treasure trove of items and chests. Inspect every cupboard, dresser, and storage room for a variety of useful items. When you've finished looting the village, head to the northeast corner of town.

Gardening

Investigate the pot-filled shelves in Maya's common room. There are four pots available for planting. To plant seeds you've collected on your journey, choose "Select Pot" from the choices available on the Gardening menu.

Select Pot: *Select a pot, plant seeds, and add water.*
Check condition: *Used to grow the plant. This effectively accelerates the plant's growth process, allowing you to speed a sprout into a full-grown flower.*

You can plant many of the seeds you collected on your journeys to produce various items. Food, power ups, even potions can be generated by growing the appropriate seed and harvesting the fruit or flower.

TIP

Buy anything from Hanui at the Potion Shop and get the magazine *Enjoy Gardening*.

New Recipes

Purchase something from Milka, the grocer, and receive *Crazy about Stew*. This teaches you the recipes for Cheese Fondue, Sukiyaki, and Spicy Crab Bisque. Read the manual when Lang, Maya, and Kazan have all joined the party to learn all three dishes.

Sukiyaki

Materials: *Beef, Vegetables, Tofu, Soup Broth Set*
Materials Cost: *610*
Effects: *HP Up (20%), MP Up (5%), ATK Up (10%), DEF Up (5%), AGL Up (5%)*
Prepared By: *Lang*

Sukiyaki is a rather expensive dish used primarily to upgrade. Other recipes, such as Beef Sandwich, offer similar benefits for far less, using much more common ingredients.

Cheese Fondue

Materials: *Cheese, Bread, White Wine*
Materials Cost: *650*
Effects: *HP Up (5%), MP Up (10%), DEF Up (5%), INT Up (10%), MEN Up (10%), AGL Up (5%), CHA (5%)*
Prepared By: *Maya*

Cheese Fondue is a good dish when you plan on using Origin powers frequently. It is a reasonably good value for the benefit derived from the recipe, but the Cheese and White Wine can be difficult to find on the road.

Spicy Crab Bisque

Materials: *Crab, Rice, Red Pepper, Tofu*
Materials Cost: *1,160*
Effects: *HP Up (10%), MP Down (20%), ATK Up (20%), DEF Down (5%), AGL Up (10%)*
Prepared By: *Kazan*

This is a tremendously expensive recipe with rather mixed results. If you have no intention of using Origin powers, and would like a tremendous attack bonus, then Spicy Crab Bisque is the meal for you. Otherwise, save the money, and select a recipe with fewer disadvantages.

Here you find Maya, kneeling before the grave of her long-dead parents. Wait respectfully for her to finish her conversation, then bring her with you as you inspect the rest of the village. Speak with everyone, then proceed to the building on the southwest side of town. Here you find Kazan dancing a drunken jig and partying into the wee hours of the morning. Leave him be and return to Maya's Cottage for a good night's sleep.

In the morning, the party is ready to go to see Reym, the spirit of Yuno. Use the northwestern exit from Maya's common room to find the tunnel to Reym's sacred cavern. Reym appears almost immediately, taking the form of a translucent human child. The ancient reveals much to the party, including how Avalon turned the sky black and brought a blight upon the land.

After a long and exhaustive search, Avalon assembled the three sacred stones of creation—the Aqualith, stone of Water; Aerolith, stone of Wind; and the Pyrolith, stone of Fire. By taking these three stones to the seat of creation itself—a place called the Source Forge—Avalon was able to twist the world to his dark will. Only two beings in the world can use the Source Forge in this way, and both were created by the Source Forge itself. Reym reveals that besides Avalon, Lang is the only one who can collect the sacred stones and undo the evil that has been wrought upon the world.

With this information, the party returns to Nohl to collect the first of the three stones. Go back the way you came, get all the supplies you need, and head for Nohl by way of the main gate. As before, select Nohl on the World screen, and your party is taken directly there.

TIP

The Weapons and Herb shops in Yuno are excellent. As funds allow, upgrade or replace your existing weapons and armor before you leave.

Wilderness Town of Nohl

Once you arrive in Nohl, go to the boardinghouse and speak with the Hawke, the village elder. Lang explains the situation to him and the necessity of taking the Aqualith out of the village. It is a hard decision that eventually comes down to a vote of the townspeople. Recognizing the peril that faces not only them, but the entire world, the villagers of Nohl agree to give Lang the Aqualith.

With the Aqualith, pass through the main gates to begin the discussion with Kazan to decide your next step. Maya suggests that the Pyrolith will probably be on the southwestern island of Drokonia. Ships heading to Drokonia can be found at the port city of Tanza. To reach Tanza you have to pass south of Darakin through the town of Kravia.

NOTE

Both Kravia and Tanza now appear on your World Map. However, only Kravia is presently accessible.

Kravia

Travel to Kravia via the World Map. However, all travel to Tanza has been cut off by decree from the new bishop of Darakin Citadel. Only those with a Kravian Pass are allowed to enter Tanza and such passes are only available in Darakin proper from the bishop himself. Nothing more can be done from Kravia, so head to Darakin Citadel and visit your friends at the Green Lynx Inn.

Darakin Citadel

As you approach the inn, you hear a testy argument coming from inside. Head in to see a blonde woman screaming at Joe, one of the inn's regular patrons. She insists that he provide her a Kravian Pass so she can continue to Tanza. Problem is, *no one* can get passes, under any circumstances. Joe suggests that your party sneak into the castle and steal a Kravian Pass. The blonde woman, Sharon, demands that you take her along. She joins the party.

NOTE

Kenjiro has moved on. You no longer find him in Darakin.

NOTE

Joe warns you of the rumors regarding the amazing strength and power of the new bishop. It's said that he can rip steel with his bare hands.

Sharon

Level: *37*
HP: *1,783*
MP: *171*
STR: *259*
AGL: *268*
CHA: *246*
INT: *113*
MEN: *113*
Hi DEF: *162*
Lo DEF: *136*
Art Blocks: *10*
Origin: *Arrode, Origin of Thunder*

In addition to being a powerful fighter, Sharon is also bonded to a fully developed Origin—Arrode, Origin of Thunder. However, Arrode has only a single Origin power, and Sharon knows no Arts when she first joins your party. Train her quickly and she becomes a useful addition.

New Recipes

Once Sharon joins the party, look through your inventory at your two cooking magazines *Crazy about Stew* and *Cooking Today*. Sharon finds her own recipes within those well-worn pages.

Udon Noodles

Materials: *Pork, Vegetables, Southern Noodles, Soup Broth Set*
Materials Cost: *320*
Effects: *HP Up (20%), MP Up (5%), ATK Up (10%), DEF Up (5%), INT (5%), MEN (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Sharon*
Udon Noodles confers a powerful set of advantages, at a very reasonable price. This classic combat-oriented recipe allows your characters to both inflict and sustain greatly enhanced amounts of damage. The only limitation of this recipe is the general scarcity of Southern Noodles and the Soup Broth Set.

Spanish Omelet

Materials: *Vegetables, Eggs, Herbs*
Materials Cost: *460*
Effects: *HP Up (10%), MP Up (5%), ATK Up (5%), DEF Up (5%), INT (5%), MEN (5%), AGL Up (5%)*
Prepared By: *Sharon*
Spanish Omelets offer a wide variety of benefits at a reasonable price. However, with the exception of the HP upgrade, the effects are relatively limited and don't significantly impact gameplay. For the money, you can get much better results from Udon Noodles. The one saving grace of the Spanish Omelet is that the ingredients can be found anywhere.

Kabel Ruins

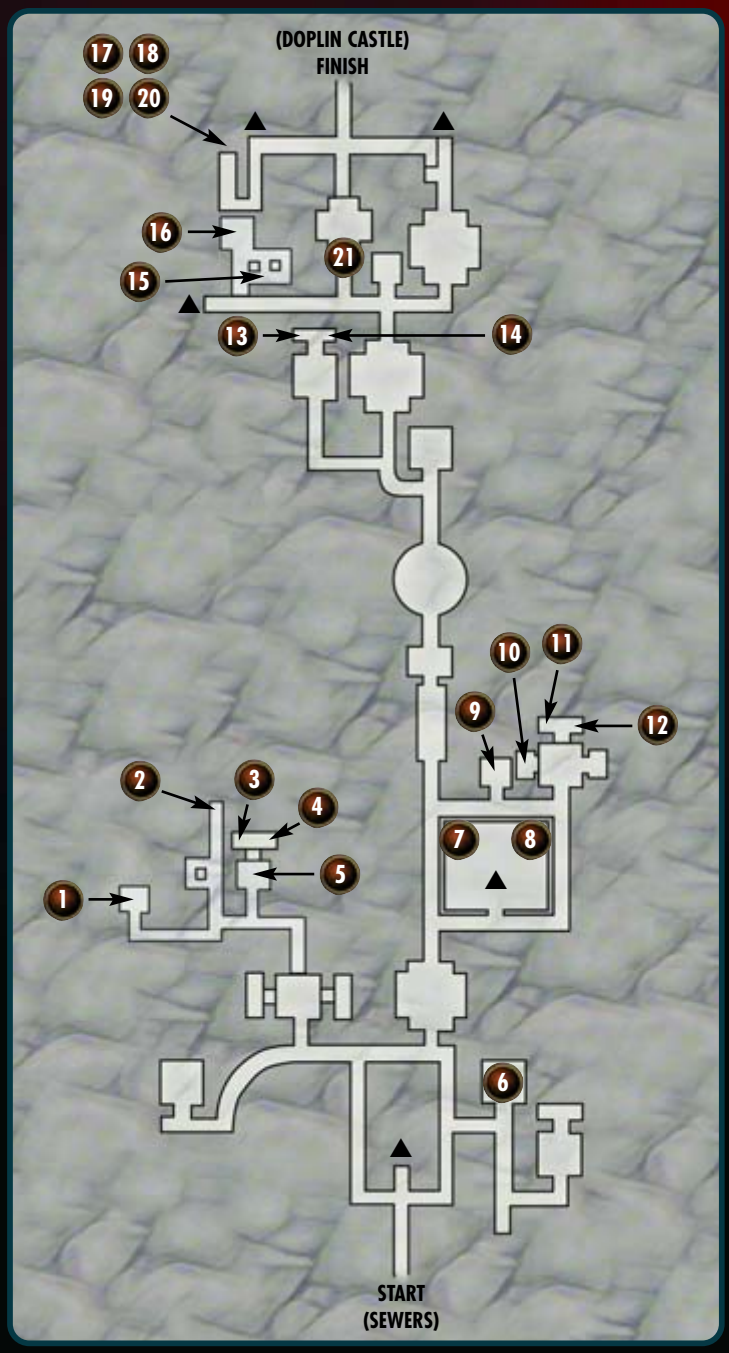
New Encounters*

Both the Evil Jellies and the Necroskels are exclusive to the Sewers. However, because you must pass through the Sewers to reach the Kabel Ruins, we have included them here.

Evil Jelly

Evil Jellies are a difficult combination of durability and damage. Their soft gelatinous bodies absorb a tremendous amount of punishment, halving all damage done to them. Their low stature also makes them vulnerable to only the lowest-aimed attacks. This negates the effectiveness of some of your best combos. Finally, they are extremely difficult to block, often damaging even characters who successful parry their blows. They do 20–120 points of damage per strike.

** See the Monsters section for statistics.*



1. Power Necklace
2. Fruit of Defiance
3. Quick Escape Charm
4. Explorer's Notes 1
5. Restore Potion
6. Prison Key
7. Flag of Retreat
8. BoltStrike Scroll
9. Blind Cure
10. Paralysis Draught
11. Dream Necklace
12. Spell of Earth
13. Explorer's Notes 2
14. Camping Kit
15. Raw Alexandrite
16. Explorer's Notes 3
17. Book of Fear
18. ShadowLurk Scroll
19. Revival Bottle
20. Bewitch Cure
21. Fruit of Stamina

Monsters: *Evil Jellies, Necroskels, Vuran, Shadow Skull, Alza Dorge, Kelv Sol Ma, Raver Fly*
Bosses: *Inferno*
Arts Learned: *Dust to Dust, Fearful Arc*

New Encounters cont.*

Hammer Evil Jellies with low-aimed combos such as Demon Thrust, or with area-effect Origin attacks. Despite their resiliency, they will last no more than two turns under such a devastating assault. However, wait any longer and an Evil Jelly is likely to use its Propagate ability to split itself in two.

Necroskel

Necroskels are haunting creatures that skim through the air as if floating through water. But don't let their eerily beautiful façades fool you—these beasts can inflict horrible wounds. Death Smoke is their primary offensive weapon, allowing a Necroskel to land six successive hits in seconds. Each shot may infect the target with Plague. Finally, a Necroskel can use its Mad Sonic ability to paralyze its intended victim.

When attacking Necroskels, aim level and high. High shots are the most likely to land, as are combinations that involve high leaping blows. Although durable, Necroskels should fall in one round's worth of punishment if all of your attacks connect.

Vuran

These freakishly agile beasts can attack your party with almost unstoppable speed and power. Each swing can inflict up to 300 points of damage—and as many as six can assault a single character a turn. Vurans almost always begin each round with the first attack. Although they lack any significant special abilities, these combat goliaths should be your primary target, behind Shadow Skulls.

Shadow Skull

The Shadow Skull is one of deadliest creatures in the Kabel Ruins. As a hand-to-hand combatant, Skulls can inflict up to 800 points of damage a turn in a series of lightning-quick strikes. Every strike carries the chance of blocking any future MP moves from its opponent. Finally, the Shadow Skull is a skillful AP thief, robbing characters of their strength, just as the Skull's blade robs them of their life.

As deadly and agile as this creature is in battle, its true power lies in its special abilities. Hate Force in particular can kill many characters in one blow. When it's activated, a bizarre minigame ensues, where you use the various buttons to deflect a series of glowing balls of light. If you hold off the onslaught of glowing balls, the special ability has no effect. If you don't, the targeted character will likely perish from this attack.

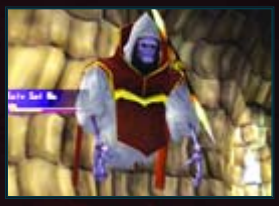
When battling various creatures simultaneously, target the Shadow Skull first. Use Light-based magics such as the LightFlash scroll, or attacks from Lang's Crusader Heart. Under the onslaught of your best combos and the power of Light, even this formidable enemy will fall.

** See the Monsters section for statistics.*

Alza Dorge

These hideous monstrosities are a terror both physically and magically. With its toothy maw, it can rend your characters for more than 1,000 points of damage a turn. With its special ability, Nightmare, it can completely remove a character from combat by rendering him or her unconscious. Although Alza Dorges are extremely dangerous, they are primarily combat oriented and should not be considered your greatest threat.

Kelv Sol Ma



Kelv Sol Mas come in three different varieties, which can be distinguished by the color of their robes.

Purple: Thunder
Red: Fire
Blue: Water

Kelv Sol Mas are viciously powerful spirits that wander the halls of the Kabel Ruins. They have a limited physical attack, generally confined to a burst of strikes from their great barbed staves. But their true danger comes from their incredible array of special abilities. Dark Roar hammers your entire party with an explosion of arcane energies. Impure Melody, though used less frequently, causes confusion in your entire party.

Kel Sol Mas also have unusual resistances to your attacks. Any damage caused by Origin attacks are automatically halved. Further, Kel Sol Mas come in three varieties—Fire Red, Thunder Purple, and Water Blue. Carefully match your attack to a Kel Sol Ma's particular variety for maximum effectiveness. Finally, attack with high-damage, low-move combos. Kel Sol Mas are especially adept at blocking your shots with their barbed staves.

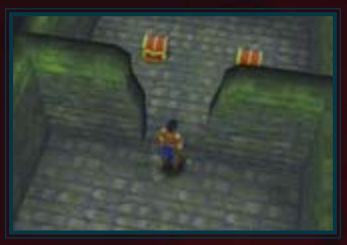
Raver Fly

These hovering monstrosities can harass your entire party. They are difficult to hit, being vulnerable only to high-aimed swings and punches. They have a wide range of special abilities—the most notable of which is the Evil Scream. This attack causes paralysis in its victims, preventing them from moving until either cured or injured. The Raver Fly also has a poison tail, which it can plunge into its enemies with lethal ferocity.

With Sharon now a member of your party, head to garbage pile behind the Junk Shop. You find a ladder descending into the latter portions of the Sewer levels. Go a few steps east to find the Kabel Ruins entrance. Upon entering the Ruins, Sharon triggers the Thunder Switches. This raises a section of the floor to the east and allows your party easy access to the Kabel Ruins.

Thunder Switches in the Sewers

Although your destination is the Kabel Ruins, you must pass through a tiny stretch of the Sewers. A pair of Thunder Switches prevented you from accessing the full bounty of those catacombs the first time you went through them. However, Sharon can unlock these. Thunder Switches are typically unlocked from the south. Place Sharon before them, then use her Origin powers to trigger the switches. This opens the doors and grants you access to all the hidden booty.



The eastern cache is relatively straightforward. Simply unlock the Thunder Switch and collect a pair of chests (39, 40). The eastern cache is slightly more complicated. Trigger the switch as you did the western cache. Then go through the opened door and enter the chamber that the Thunder Switch protected. The room initially seems empty. However, use Lang's Origin ability on the north wall of the chamber to reveal a secret room (41, 42).

Despite your new easy access to the Kabel Ruins, the eastern path is not what you seek. Head west instead, following the winding passage until it ends in a split to the east and west. Take the western path, using the north doorway to enter a familiar chamber. The room is slightly different than last time you were here—the chamber now has a northern exit. Light both pedestals with Maya's Origin power and pass through the northern doorway.

Follow the passage north, passing through the first doorway. Inside you find a chamber dominated by four floor switches. Old wooden crates sit behind the floor switches, providing you with a clue to the sequence necessary to correctly trigger them. First move to the switch with one crate behind it. Then activate the switch with two crates behind it. Finally trigger the switch set beside a trio of crates to solve this puzzle. Beyond the doorway you find the valuable Explorer's Notes 1 (4) inside a chest.

TIP

A powerful amulet called the Power Necklace (1) sits in a chest to the west. Descend a small ladder to reach it. When fully unlocked, this necklace adds 50 percent damage to any combo.

TIP

Lang can destroy a weak masonry wall to the east and gain access to a new chamber. Avoid the Bone Warrior statues that guard the area. When faced with a pair of pedestals, a chest, and one such statue, light the pedestals before collecting the chest (2). This immobilizes the Bone Warrior.

Grab the Explorer's Notes 1 and go south, back through the chamber of two pedestals, and down the eastern passage. Where the hall turns suddenly south, you find a doorway set into the northern wall—pass through it. Here's a room with nine stone pedestals situated on the floor in three rows of three. You've been through this room once before, but things have changed. The plaque on the northern wall now bears the image of a snake. As before, each pedestal bears the inscription of a single letter. Use the hint from the first set of Explorer's Notes that you recently found. Using Maya's Origin power, light every pedestal that *does not* include a letter in "SNAKE."

TIP

Before heading into the pedestal room, head south and then east to find a small room containing the Prison Key (6). This key grants you access to a pair of chests later found in Doplin Castle.

When the correct sequence has been lit, the doorway to the north opens. Head north, turning east when a passage presents itself. Continue east, passing an elevator leading to a lower level. Follow the winding hall as it whips north. At the end of the hallway lies a doorway to a room you have likely already explored. Pass through the doorway to see the vast changes that have occurred since your last visit.

NOTE

Many of the passages that you used your first time through Kabel Ruins have since been closed off.

Inside is a trio of floor switches. Doorways are set into the north, east, and west walls. Activate the switch to the west to open the western doorway. Inside you find yet another floor switch. Trigger it and return to the main room. Now activate the eastern floor switch in the main room to open the eastern doorway. Once you access the eastern room (10), trigger the floor switch there and return. Finally, deactivate all floor switches in the main room to reveal a hidden fourth switch, set before the northern door. Use it to move beyond into the northern chamber and collect the Scroll of Earth (12).

Dust to Dust

Combination: ↓, ↓, ↓, ↓
AP Cost: *40*

This powerful new ability allows Maya to charge the ground with arcane energies. When her incantations have reached a feverish pitch, the earth erupts, annihilating anything caught in its wake.

The scroll can be used to teach Maya the powerful new Dust to Dust Hyper Art. When Maya masters her new power, backtrack to the elevator you passed earlier. This time, descend to the lower level, using Sharon to trigger the Thunder Switch. With the Thunder Switch activated, two floor blocks rise, granting you access to the rest of the chamber. Collect the nearby chests (7, 8), then go to the ascending elevator on the lower level's north side. Your party is whisked up and back to the twisting halls of the Kabel Ruins.

When the elevator stops, go west. Turn north through an open doorway to find a long hall-like chamber with an inscription on the floor. "Distance also provides clarity. Nothing should be taken as absolute" reads the cryptic message. In the hall, you find four pedestals, set up in one long row. To solve the puzzle, light the two pedestals farthest from the inscription, and dim the two closest ones. The doorway at the end of the hall then opens.

In the next chamber is a place to camp. Rest up, replenish your strength, and prepare for the coming battles. In the morning, head northward. Here you find battleground where you first faced Doplin and his demonic minion. Continue north across the inscriptions and into a series of abandoned passages. A trio of doors meets you, all set into the northern wall. The westernmost doorway is where your next challenge lies.

Inside are four dim pedestals along with a large stone plaque on the wall. Read the inscription "Once here, not there" to glean the solution to this latest puzzle. Using Maya's Origin power, activate the northeast pedestal. This automatically ignites two other pedestals. Next, light the southwest pedestal, followed by the southeast, and finally the northwest. The doorway to the north opens. Collect the Explorer's Notes 2 (13) and return to the hallways outside.

Now go through the central northern doorway. The passage spills into a room dominated by a series of seven colored pedestals. Open up the Explorer's Notes 2 for your only hint: "7 different pedestals, each with a familiar color. The robes of the Kabel priests! Then the answer must be the order in which they stand." Use this clue to glean the answer to the puzzle and ignite the pedestals in the order of the rainbow. Red, Orange, Yellow, Green, Blue, Indigo, and Purple. When the pedestals are all activated in the proper order, a door to the north opens.

TIP

If you aren't sure which pedestal represents which color, walk up the pedestal and press ✕. A detailed description of that pedestal is revealed.

Beyond the northern door is another series of passages. Follow the hallway west until it dead-ends with a Thunder Switch. Sharon's Origin ability lets you trigger the switch and raise a section of the floor nearby. Use this raised section to access a new portion of the Kabel Ruins. To the north is a doorway that reveals a small crate-filled chamber.

NOTE

Notice small, orange, crescent-shaped candles set into the walls of this new series of passages. Ignite any of these candles with Lang's Origin ability to bring about a battle with the Inferno.

Inferno*

These enormous creatures are intimidating in their immensity, power, and special abilities. They are extremely durable and can severely injure your group with Scatter Fist special attacks.

However, despite their formidable combination of HP and attack strength, they are easy to defeat with the concentrated fury of your entire party. They are relatively slow, meaning that they usually attack last. This gives every party member the chance to hammer the creature for an entire turn. If by some miracle the Inferno survives this assault, its first few rounds of attacks are a weak barrage of physical strikes.

** See the Monsters section for statistics.*

TIP

Consider lighting the candles to engage the Infernos just for the experience and Gold.

In this chamber, crates are stacked in three piles. Notice a slightly darker crate tucked within each of the stacks. Your goal is to bring all three dark crates in contact with the ground. Use Lang's ability to destroy a pair of crates from the central stack and a single crate from the easternmost stack. When all three dark crates reach the ground, they explode and reveal a lone chest. Inside you find the Explorer's Notes 3 (16).

Now backtrack south and east, leaving the area revealed by the Thunder Switch. Then pass through the eastern of the two doors. The chamber beyond is filled with a long series of pedestals, set in a circular pattern. All of the pedestals are dim, save two. The Explorer's Notes 3 offer you the clue to solve this puzzle: "First, the glow to the north: 8 right, 4 left, 3 right, 4 left. Then from the other: 4 right, 7 left, 16 right, 5 left." The final warning of "a glimmer of hope lies within the darkened moss" offers another hint.

To begin, make a note of the starting position of the two lit pedestals—one to the north, and one to the southeast. Starting with the northern pedestal, count eight pedestals clockwise, and ignite the pedestal you find. Now count four pedestals counterclockwise and *extinguish* the already lit pedestal you find there. Now count three pedestals clockwise and ignite the pedestal you find. Finally, move four to the right and ignite the pedestal.

With the first half of the puzzle completed, move to the original position of the southeastern pedestal. This starting place for the second half of the puzzle should be extinguished. From this pedestal, move four clockwise, extinguishing the pedestal you find there. Now move seven pedestals counterclockwise and ignite it. Now count 16 pedestals clockwise and light the pedestal there. Finally, to solve the puzzle, move five pedestals counterclockwise and extinguish the northernmost pedestal. The final configurations of lit pedestals should look like the diagram.

When the puzzle is solved, move through a doorway to the north. At the end of the passage behind the doorway, destroy a crumbling wall to reveal a Thunder Switch. Activate it, and a section of floor rises in response. Although you can use this newly revealed path to reach the exit to Doplin Castle, instead head west. Activate the Thunder Switch you find there, continuing east through the region's only door. Find four chests (18) (19, 20) that contain treasures, including the Book of Fear (17). Collect them all, then return to the exit to escape Kabel Ruins.

TIP

South of the exit is a door that leads to a puzzle chamber. Light the southernmost pedestal to solve the puzzle, then head south to collect a Fruit of Stamina (21).

Fearful Arc

The Book of Fear teaches Sharon her very first Hyper Art.

Combination: ←, →, →
AP Cost: *30*

This powerful Art consists of a pair of devastating swings inflicting more than 700 points of damage apiece. The finishing move is a tumbling leap overhead, with Sharon's heel connecting with her enemy's face and head.

Doplin Castle

Monsters: *Crimson Warriors, Bronze Warriors, Gold Warriors*
Bosses: *Bubba*
Arts Learned: *Sky Fang*

New Encounters*

Crimson Warriors

Crimson Warriors are mere speed bumps on your road through Doplin Castle. They inflict an anemic amount of damage, fall to one round of attention from any one of your characters, and have no special abilities to speak of. Dispatch them with laughable ease.

Gold Warrior

Gold Warriors have no special abilities, have relatively few HP, and inflict *slightly* more damage than their Crimson brethren. However, these warriors have an uncanny ability to block your attacks. They are no significant threat, and represent little more than a nuisance.

Bronze Warriors

Bronze Warriors, like their Crimson and Gold brethren, pose no special threat. They do minor damage, can withstand only a moderate amount of punishment, and have no special attacks. They can block many of your best attacks with sword or shield.

** See the Monsters section for statistics.*

Once inside Doplin Castle, tread the well-worn way to the main foyer. Just north of the drawbridge lever on the lower level is a thick wooden double door. On your previous visits, this door has always been locked. However, you can now use it to investigate the inner halls of the castle. Eerie pipe organ music cascades down the alabaster halls as you move north. Enter the chapel to finally come face to face with the new bishop.

TIP

Pick up the Soiled Letter on your way through the Castle Annex. Later you can deliver it to Rosemary, who has been worrying about her husband.

TIP

Before heading through the double doors, drop the drawbridge and head into Darakin to replenish your supplies.

Standing at the head of the chapel is the enormous brute Bubba. He immediately recognizes Lang as the man who slew his beloved Elfin. After a short conversation, Bubba attacks. Though the battle is fierce and lengthy, your party prevails over Bubba with no serious difficulties. Once defeated, Bubba stumbles from the chapel, lamenting over his fallen Elfin. As he departs, he drops what you've been looking for—the Kravian Pass. Collect it, then leave the Darakin and go south to Kravia.

Battling Bubba*

Bubba is a man on a mission—and that mission is to avenge his beloved Elfin's death by killing Lang. Bubba's every attack relentlessly hammers poor Lang. Bubba has a potent special attack in his Dancing Revolver, allowing him to inflict up to 2,500 points of damage in a single turn. However, to generate the strength to use this devastating Art, Bubba must recharge with Burning Soul. This recharge time grants you precious seconds to inflict your own damage.

In addition to his formidable special attacks, Bubba is also a master at blocking attacks. He'll block at least a third of your normal Art combos, and can deflect even your most potent Super and Hyper Combos. This lessens the effectiveness of your attacks and lengthens the battle considerably.

Battle Bubba with Kazan, Lang, and Maya. Your best bet is the use of Kazan and Lang's Variable Art attacks, which almost always inflict full damage. A single such attack can dish out almost 30,000 points of damage—enough to stagger even mighty Bubba. Your only other challenge is keeping Lang alive in the face of Bubba's relentless attacks. Use Maya's Origin abilities to enhance and restore Lang as he battles desperately to stay alive. If you keep Lang healthy, and use your Variable Art combination attacks as much as possible, the battle will be yours.

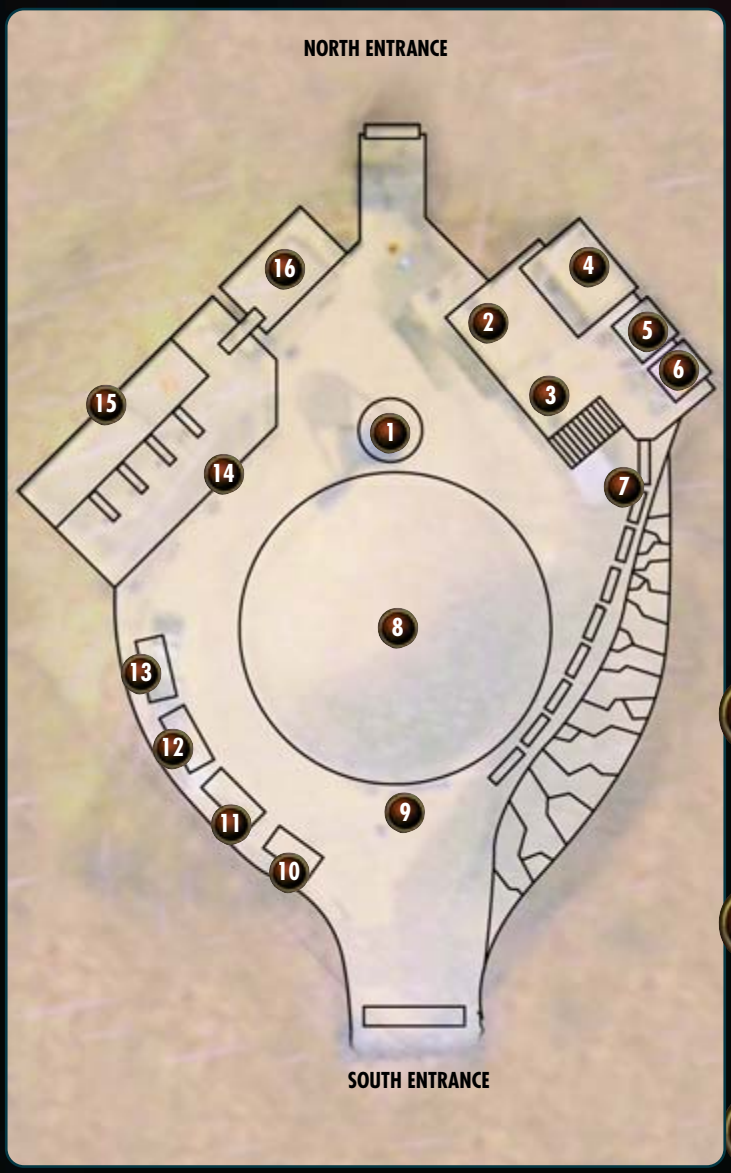
** See the Monsters section for statistics.*

NOTE

Lang learns the new Sky Fang technique as a result of leveling up the Roaring Fang Hyper Art.

Quest for the Pyrolith

Freecity of Kravia



1. Water Tower
2. Hunter's Guild
3. Equipment Shop
4. Weapons Shop
5. Butcher
6. Fish Stand
7. Vegetable Stand
8. Crater
9. Kravia Kabob Stand
10. Spice Stand
11. Sand Mole Stand
12. Accessories Stand
13. Gipelli's Weapon Stand
14. Belisia Inn and Tavern
15. Magic Bottle
16. Jail

With the Kravian Pass in hand, head south to the gates of the Freecity of Kravia. You can now pass by the guards. Once through the gates, Sharon decides to permanently join your party, adding her formidable combat skills to your cause. Head into Kravia proper and investigate the numerous shops.

Kravia is a bustling open-air market, with fine shops, restaurants, and inns all centered around an enormous crater in the middle of town. Visit each in turn, speaking to the various townspeople about Tanza and the recent changes in the sun. Purchase any kind of food from the many merchants. You can also stock up on new items, equipment, and supplies. When you're finshed, head to the south end of town. Before leaving, read the signpost near the southern gate—it tells you of a place called the Thunder Mine.

TIP

The wares of the local Weapons Shops in Kravia may appear good, but hold off on any purchases until you've seen the selection in Tanza.

TIP

The Equipment Shop is a veritable treasure chest of collectable items. Dip inside to grab an Angels' Miracle (3), Revival Bottle (4), and Camping Kit (5).

NOTE

A crank machine in the Hunter's Guild provides a random item for 1,000 Gold. These items are usually worth more than that, so this is an excellent way of stocking up on rare materials for combinations.

Guild Quests

East of Kravia's main gate is the Hunter's Guild. Here bounty hunters and adventurers come together to acquire quests and other lucrative offers. Your party too can benefit from the Hunter's Guild. At the main desk, ask Sonnet about the quests that are immediately available. There are many more quests to be had, but these three give you an excellent sampling of what the Hunter's Guild has to offer. Often, when you have completed a particularly difficult quest, the Guild offers you new items or equipment as additional reward.

Tanza Tea Cakes

Reward: *10,000 Gold*
Description: *This is a quest from Yaksha. He runs the Junk Shop in Darakin. Buy* exactly *six of the Tanza Tea Cakes sold in Tanza and deliver them to him.*

This mission is relatively simple but not terribly profitable. Go to Tanza and into the Hot Spring Inn, just west of the main gate. Inside, speak to a small boy named Heero selling Tanza Tea Cakes. Buy exactly six and deliver them to the Junk Shop owner in Darakin. Return to the Hunter's Guild to collect your reward.

Find the Rare Creature

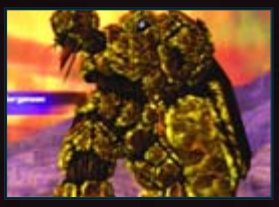
Reward: 60,000 Gold
Description: *This is a request from Fujima. He is staying at the inn. Fujima claims there's a rare creature called a Lypster. Find one and bring it to him.*

Speak with Fujima at the inn. He tells you to find Lyps and Lypster in Hunter's Wood beyond Gale Canyon. Go to the woods and follow the winding trail until you reach the glen at the center of the forest. Battle all the Lyps you find here. Eventually you come across a special orange Lyps. Hammer this creature with everything you've got. It is especially durable and must be taken down in one turn. When it falls, collect the Lypster that drops and take it to Fujima. He gives you a Vaccine Syringe as a thank you. Return to the Hunter's Guild to retrieve you reward.

Golden Giant

Reward: *90,000 Gold*
Description: *This is a quest from the Central Continental Union. The Golden Giant has been showing up in Gale Canyon. You're to investigate.*

The Giant is extremely violent. You have permission to kill it on sight. Head to Gale Canyon and search for the hulking beast. At the center of the Canyon, you spot the Golden Giant. Take advantage of the campsite just before you reach the Giant to revive and enjoy some warm cooking. Then engage and destroy the goliath.



The Golden Giant, known as the Gorgoneon, is practically indestructible. Hammer it with your most deadly Hyper Arts and most upgraded attacks, but the Gorgoneon simply *will not go down*. This hellish beast dishes out horrendous amounts of damage to your party through direct physical assault or through its Crimson Heat special ability.

Fight this battle with Lang, Kazan, and Maya. Begin by upgrading all of your abilities with Origin powers. Gospel and other Origin upgrades will serve you well. Then begin the laborious process of bringing this monstrosity down to size—one attack at a time. This battle will likely last at least eight turns, with the Gorgoneon taking Variable attacks, Origin attacks, and your best combinations like a champ.

The hardest part of the battle is keeping your party alive. Use Maya primarily in a support role, equipping her with the Barricade Ring or other amulet with the Turtle skill. She alone can survive the relentless attacks, allowing her to revive any fallen party member. In the meantime, hammer the Gorgoneon with the very best Lang and Kazan can bring to bear.

When the Gorgoneon has finally fallen, a poofy-haired warrior named Balzac rushes to the scene, claiming that the monster was his mark. Only his companion Phanta keeps this muscle-bound brute from attacking your battle-weary party. The pair introduce themselves as bounty hunters, and promise to meet Lang and his party again soon. With the job done, head back to the Hunter's Guild to collect your reward. In addition to your reward money, Lang receives the Gaia Blade.

New Recipes

Head into the Belisia. They have many delicious dishes for you to try. Among the least expensive is Hamburger Steak—a dish simple enough for Lang to learn from just one helping.

Hamburger Steak

Materials: *Beef, Pork, Spices, Red Wine*
Materials Cost: *1,640*
Effects: *HP Up (20%), MP Up (5%), ATK Up (20%), DEF Up (20%)*
Prepared By: *Lang*
Although the ingredients for this dish are terribly expensive, the benefits package is among the best available for combat. HP, attack, and defense are all increased by 20 percent. If you have the cash, consider this hearty meal before any great battle.

NOTE

As Lang passes through the southern gate, he realizes that Kravia is the town from his dreams, the place were a young Avalon was hunted, beaten, and almost killed.

Port Town of Tanza

When they reach Tanza, the party finds that the rumors are all true—the town is flooded and almost completely destroyed. A pair of sailors named Vash and Terao overhear them lamenting. The duo tells the party of a place called Darek's Haunt where there's a pirate ship named the *Bloody Hawk*. With this ship, the party finds passage to Drokonia.

On the west side of town, a local alchemist sells various poisons and draughts. Purchase anything and receive the Wind-Handle Staff. Then go to the food merchant just west of the city's main entrance. Buy anything to receive *Popular Edo Dishes*. Every party member can learn a new recipe from this. Investigate every other nook and cranny.

TIP

On the east side of town you find a researcher willing to purchase many of your valuable items at fantastically inflated prices. Sell the Doplin Coin for a profit of 20,000 Gold.

TIP

Just outside the city gates to the north, find a chest containing a Silver Barome.

New Recipes

Pork Cutlet Bowl

Materials: *Pork, Rice, Soup Broth Set*
Materials Cost: *270*
Effects: *HP Up (20%), ATK Up (20%), DEF Up (20%)*
Prepared By: *Lang*
This dish is the ultimate in affordability and effectiveness. For a meager 270 Gold's worth of ingredients, you gain maximum upgrades in HP, attack, and defense. With the exception of a small boost in MP, this dish offers all the benefits of Hamburger Steak, at only a fraction of the price!

Almond Float

Materials: *Milk, Cream, Fruit*
Materials Cost: *220*
Effects: *MP Up (10%), INT Up (10%), MEN Up (20%)*
Prepared By: *Maya*
Consider Almond Float when looking for upgrades to MP skills. The recipe is affordable, the ingredients are common, and the advantages are significant.

Sashimi Deluxe

Materials: Fish, Shellfish, Spices
Materials Cost: 1,120
Effects: HP Up (10%), DEF Up (20%)
Prepared By: Kazan
Although a bit pricey, Sashimi Deluxe provides reasonable value for the advantages. The bonuses to HP and defense are significant. However, you can see far greater benefit for a much better price in dishes such as Beef Sandwich, or Udon Noodles.

Uni Bowl

Materials: *Shellfish, Rice, Soup Broth Set*
Materials Cost: *280*
Effects: *HP Up (10%), MP Up (10%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Sharon*
Uni Bowl is an extraordinary value, with numerous significant upgrades at a bargain-basement price. Although all of the upgrades are only moderate, the sheer number of stats affected, as well as a complete lack of any disadvantages, make this dish a staple of adventurer cooking.

Planting Minigame

When you return to Tanza, the former sailor Terao stands near the rice fields on the eastern side of the city. If you approach him, Terao challenges Lang to a rice planting game.

The setting of your battle is two rice paddies. These paddies may look tiny, but you'll learn how large they are once you start planting. Whoever finishes planting their paddy first wins.

Controls

Lower Hand: R1
Plant Seed: L1
Raise Hand: R1
Left Foot: ↓
Right Foot: ✕

The trick to this particular game is being very mindful of the sequence outlined above. If you fail to follow the sequence, you fall down. One of the best tools for establishing this sequence is the tiny illustration of the control pad in the screen's lower right. The next button you need to push automatically lights. This visual cue helps you beat the speedy Terao.

TIP

If you've already gone on the Golden Giant quest, you find Balzac and Phanta standing near the Weapons Shop. Challenge Balzac to a very difficult game of Sidejump for extra items.

Darek's Haunt

After you explore every inch of Tanza, head south to Darek's Haunt. You find a pirate ship docked secretly within an enormous cavern. The place is crawling with pirates who warn the party to leave before things get ugly. Sharon diffuses a tense situation by revealing her identity to both the party and the surly pirates. The dumbfounded sailors recognize her as Sharon Blade, captain of the *Blood Hawk* and pirate extraordinaire.

TIP

A chest behind the Pirate's Inn holds a single Restore Leaf.

When you at last have control over Lang and the party, investigate the rest of the cave. Inside the cavern's only structure, Sharon shares her history and commits her ship to Lang's cause. Make your way to the *Blood Hawk* on the south side of the cavern to get underway. Unfortunately, the ship won't budge. The ThunderWind Stone that powers the ship's sails has gone out, rendering the vessel immobile. The only place to find a new ThunderWind Stone is in the Thunder Mine to the northeast of Tanza. You have no other way of moving the great ship, so proceed to the Thunder Mine to collect a new stone.

TIP

Find a Revival Bottle in a chest at the *Blood Hawk*'s stern.

Thunder Mine

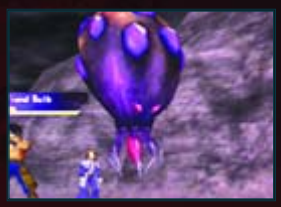
New Encounters*

Cloud Eater

These haunting creatures float through the air and inflict horrible wounds to your party. Cloud Eaters use Death Smoke as their primary offensive weapon. With this they can land six hits in seconds, and each shot can infect the target with Plague. The Cloud Eater's Mad Sonic ability paralyzes its victim.

When attacking Cloud Eaters, aim level and high, using combinations that involve high leaping blows. Cloud Eaters fall in a round's worth of punishment if all of your attacks connect.

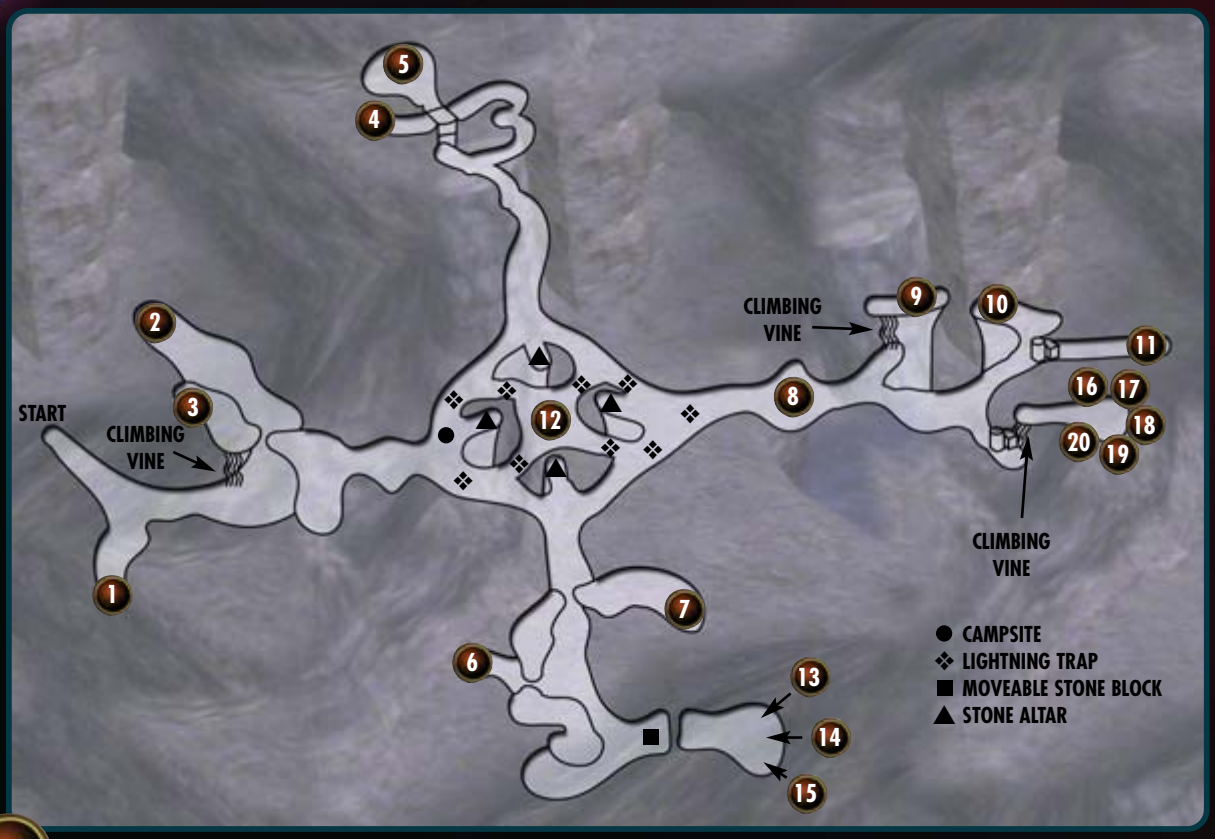
Fiend Bulb



Fiend Bulbs are enormous floating bags of air that combine rather weak physical attacks with a formidable array of special abilities. A Bulb's favorite physical attack is its Under Earth strike. When the creature drives a long barbed vine into the earth, the razor sharp tip rockets up from the ground and into your unsuspecting character.

Its most dangerous attack type is well telegraphed in advance. The first stage of this attack is called Blow Up, where the Fiend Bulb inflates its body to grotesque proportions. On any subsequent turn, the Fiend Bulb can initiate the final stage of this attack—Farewell. The Bulb's bloated body swells and finally explodes in a hail of devastating shrapnel, inflicting serious damage to every party member.

** See the Monsters section for statistics.*



1. Hunter's Orb
2. Camping Kit
3. Lightning Tear
4. Magic Bottle
5. Book of Eden
6. Guardian Orb
7. Lightning Rear
8. Petrify Cure
9. Silver Barome
10. Lightning Tear
11. Lightning Tear
12. Storm Idol
13. Old Mattack
14. Ascetic's Orb
15. Magic Bottle
16. Vampire Symbol
17. Resurrect Bottle
18. Angel's Blessing
19. Vaccine Syringe
20. Magic Transformer

Monsters: *Helgigas, Cloud Eater, Fiend Bulb, Shade Flower, Hanged Shape*
Bosses: *Storm Idol*
Arts Learned: *Lord of Eden, Raging Sky*

New Encounters cont.*

Shade Flower

Shade Flowers can absorb turns of your best combinations before falling. In the meantime, they hammer your characters with their thick vine whips. MP Thief is the most dangerous of their special abilities.

Attack one Shade Flower at a time. Shade Flowers are extremely vulnerable to fire, so use special abilities such as Lang's Flaming Fist attack.

Hanged Shape

Although the Hanged Shape's array of physical attacks is somewhat limited, its Demon Blaze special ability launches a series of fireball attacks focused on one character. This inflicts between 350 and 450 per attack, and cannot be parried or dodged. Even more deadly is the Volcano Shot. With it, a Hanged Shape can injure or kill every member of your party with pools of red hot magma. Finally, Rotten Breath allows a Hanged Shape to envelope your party in a haze of noxious gas, infecting them with venom.

** See the Monsters section for statistics.*

Helgigas

A Helgigas is an enormous beast that always appears alone. With its immensely powerful body, it can inflict significant injuries to individual party members. And if it uses its Full Power special ability, it can attack with triple its normal strength in its next turn. This often results in a barrage of damage that no single character can survive. By using its Iron Muscle special ability, the Helgigas can upgrade its defense significantly, making your attacks only a fifth as powerful.

Take out Helgigas quickly, with a mass of concentrated attacks. These creatures are ponderously slow, allowing your party to get in a full round's worth of attacks before receiving any payback. Further, powering up takes it an entire turn, giving your party even more opportunity. Eliminate this Giant early—taking too long will cost you dearly.

Head southeast from the main mine entrance, jumping down a shallow ledge to reach a lower level. Pass by an earth column and go east until you come to creeping vines along a cliff face. Use these vines to climb to a higher landing, then cut northwest. Here you find a chest containing the Lightning Tear, a rare artifact that you soon need. Grab the Lightning Tear (3) and head southeast and across a small gap in a land bridge eastward.

TIP

From the earth column, head south down a narrow ravine. At the end of this ravine you find a chest containing the Hunter's Orb (1)—a powerful talisman.

Continue eastward once you've hopped the gap until you come across a campsite. Note the crackling lightning traps to the north and south. Rest at the campsite and replenish your strength, then proceed east. Find a stone altar with a large hole in the center. Place the Lightning Tear in the altar to deactivate the lightning traps north and south of the campsite.

Head across the now-dormant lighting trap to the north. When you reach a large landing with a trio of branching paths, select the trail leading north. When the trail dead ends in a box canyon, use a nearby earth column to hop to a higher landing. Continue northward to find a pair of branching pathways—one heading northeast, and one heading northwest. Use the northeast path to collect a Magic Bottle (4), then return and follow the northwest path. Using Lang's Origin power, destroy a pair of stone blocks and retrieve the Book of Eden (5). This tome teaches Sharon a valuable new Hyper Art. Return to the campsite.

CAUTION

If you destroy the stone blocks before you retrieve the Magic Bottle, it becomes inaccessible.

Lord of Eden

Combination: ←, →, ←, →
AP Cost: *40*

The Book of Eden teaches Sharon a powerful new Hyper Attack—Lord of Eden. This attack is punctuated by a pair of sword swings, one right and one left. The finishing move is a powerful sword thrust that inflicts horrific damage.

From the campsite, head across the dormant lightning trap to the south. Follow the passage past another trap until you reach a large landing. Three trails lead off from here. To the north sits a second stone altar, but for now, take the southern trail, passing beneath a series of rocky overhangs. Continue south past both a western and eastern pathway. The southern pass winds slowly to the west, eventually ending in a ravine. This ravine is dominated by a large stone set beside the cliff face. Shatter the rock with Lang's Origin power, then use Maya's abilities to induce the vines behind the rock to creep up the cliff.

NOTE

Down the trail branching to the east is a large square stone carved to look like a face. You cannot push this rock to fill a small chasm—yet. But note its location.

TIP

Find another powerful talisman called the Guardian Orb (6) down the trail branching off to the west.

Use these creeping vines to ascend to a higher ledge on the rock face. Wind around the ledge to the west, then hop across a narrowing in the canyon to a rocky outcropping to the north. Follow this outcropping northward until you reach another narrow section of canyon wall. On the far landing you find a Jelly Melt guarding the path. Use Sharon's Origin power to eliminate this nuisance, then hop across. To the east at the end of a box canyon you find another Lightning Tear (7). With this, backtrack to the lower canyon below, and return northward to the second stone altar.

Use the Lightning Tear you collected in the second (southern) stone altar to deactivate another lightning trap. With the second tear in place, backtrack to the campsite and to the first (western) stone altar. Remove the Lightning Tear and return to the second stone altar. From here, head east across a dormant lightning trap and onto a broad eastern landing. Take the trail that leads due west. This leads you to a third (eastern) stone altar. Place the Lightning Tear in this easternmost altar to deactivate most of the nearby lightning traps.

CAUTION

On the way through the ravine you notice a chest (8). When you collect it, the party is ambushed by a lone Jelly Melt.

With all the nearby lightning traps now dormant, head east through a narrow ravine. As the path splits north and southeast, follow the south-eastern way. You again come to a split in the ravine. This time take the northern passage. A dirt mound and a pair of square-cut stone blocks obstruct your path. Use an earth mound to ascend to the top of the blocks. From the stone blocks, hop west to a landing where you find a single Lightning Tear (10). Then climb back down from the landing, using the blocks and earth column to reach the ground below.

TIP

Down the northern path sits a short length of creeper vine. Use Maya's Origin power to induce the vine to grow up the cliff face. Then use the vine to reach a chest with Silver Barome (9).

NOTE

On the easternmost edge of the Thunder Mine sits an unusual collection of earth columns, stone blocks, and hanging vines. You cannot traverse this obstacle yet—but note its location.

When you've reached the ground, use Lang's Origin ability to shatter the two square-cut stone blocks. In the ravine beyond, collect the final Lightning Tear (11), then return to the stone altars and lightning traps to the west. Place the two remaining Lightning Tears into the northern and western stone altars to complete the set. Lighting cascades from the sky to the landing set in the middle of the altars. Use one of the four catwalks to reach this central landing, and get ready for battle.

TIP

Before proceeding to this central landing, use the campsite one last time. Recharge your HP and MP and upgrade your stats with a little cooking.

Storm Idol

The battle with the Storm Idol is a warrior's game. Bring Lang, Kazan, and Sharon to dispatch this beast quickly and efficiently. The Storm Idol itself is immensely powerful, able to inflict terrible wounds with

its mighty fists or rend the entire party with bursts of lightning. Using Temperius, it shoots a focused beam of electric energy that can inflict up to 1,500 points of damage to one character. The Ozmarakai attack sends deadly lighting pouring through the entire party, inflicting 800-1,200 points of damage to each member.

Although the Storm Idol dishes out hellacious amounts of damage, so can your party. This is the perfect opportunity to use your most powerful combos or Variable Arts. Keep one character back every turn to heal the immense amounts of damage that the Storm Idol inflicts. Heal Bottles and Silver Baromes are useful tools for keeping your party in top fighting shape as you whittle this beast down to size. If you keep your party healthy, and shatter the Idol with your most potent combos in a relentless assault, victory is assured.

In a flash of white-hot lightning, the guardian of the Thunder Mine, the Storm Idol, appears. This monstrosity attacks the party immediately. The battle, though fierce, is surprisingly brief. When the Storm Idol falls, it leaves behind a pair of treasures—the Spell of Thunder scroll, and the ThunderWind Stone that you've been seeking. Collect the stone and the scroll before returning to Darek's Haunt to install your prize.

Raging Sky

The Storm Idol drops the Spell of Thunder scroll when it is defeated. With this arcane parchment, Maya can learn the powerful new Raging Sky Hyper Art.

Combination: ↑, ↑, ↑, ↑
AP Cost: *40*

This spell is punctuated by a beam of light cast down from the heavens, hammering the enemy with five powerful bolts.

Darek's Haunt

Return to Darek's Haunt, and board the *Bloody Hawk*. Speak with the first mate, and the ThunderWind Stone is collected and installed into the great ship. With full power and a crew to guide her, the ship sets off to the Volcanic Isle of Drokonia. Unbeknown to the party, the wily peddler Kenjiro snuck aboard the *Bloody Hawk* in search of profit and treasure.

Knife Throwing Minigame

At Darek's Haunt, head into the pirate's bar for a little rest and recreation. Among the forms of distraction is a Knife Throwing Minigame. And it only costs 100 Gold to play!

Rules: Aim for the helm with the knife. You get five knives. Shots that miss the target entirely are worth zero points. Shots that hit the outer edges of the target are worth 20 points. Shots that hit the center of the target are worth 100 points.

Controls: Use the gauges to the left and bottom of the helm to control vertical and horizontal direction respectively. When both gauges are about middle, press ✕ to throw your knife.

Strategy: If you get two in a row, you get a bonus of 100 points and an extra knife. If you get three in a row, you get an additional 200 points, and an extra knife. And so on. The longer you can string together center shots, the higher your bonuses will be, and the longer you can keep playing. To get the score necessary for some excellent prizes, you must repeatedly string together one-center shots.

The key to this game is patience. It may take awhile for the horizontal bar and vertical bar to line up for a center shot. Wait until you see just the shot you are looking for, then take it. Although the movement of the vertical gauge is relatively constant, the horizontal gauge slows down and speeds up constantly. Use the center lines of both gauges as your sights.

NOTE

After collecting the ThunderWind Stone from the Thunder Mine, return to Kravia to try the world-famous Kravia Kabob.

New Recipes

Sample the culinary masterpieces prepared for the pirates on a daily basis. Lang can learn several recipes from the feast.

Jambalaya

Materials: *Pork, Vegetables, Rice, Spices*
Materials Cost: *1,150*
Effects: *HP Up (20%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Lang*
Jambalaya is a recipe with a well-rounded set of advantages. Although expensive, it provides significant combat benefits.

Fried Turkey

Materials: *Poultry, Cooking Oil, Spices*
Materials Cost: *1,130*
Effects: *HP Up (10%), ATK Up (10%), AGL Up (10%)*
Prepared By: *Lang*
Although tasty, this dish is too expensive for the relatively minor advantages.

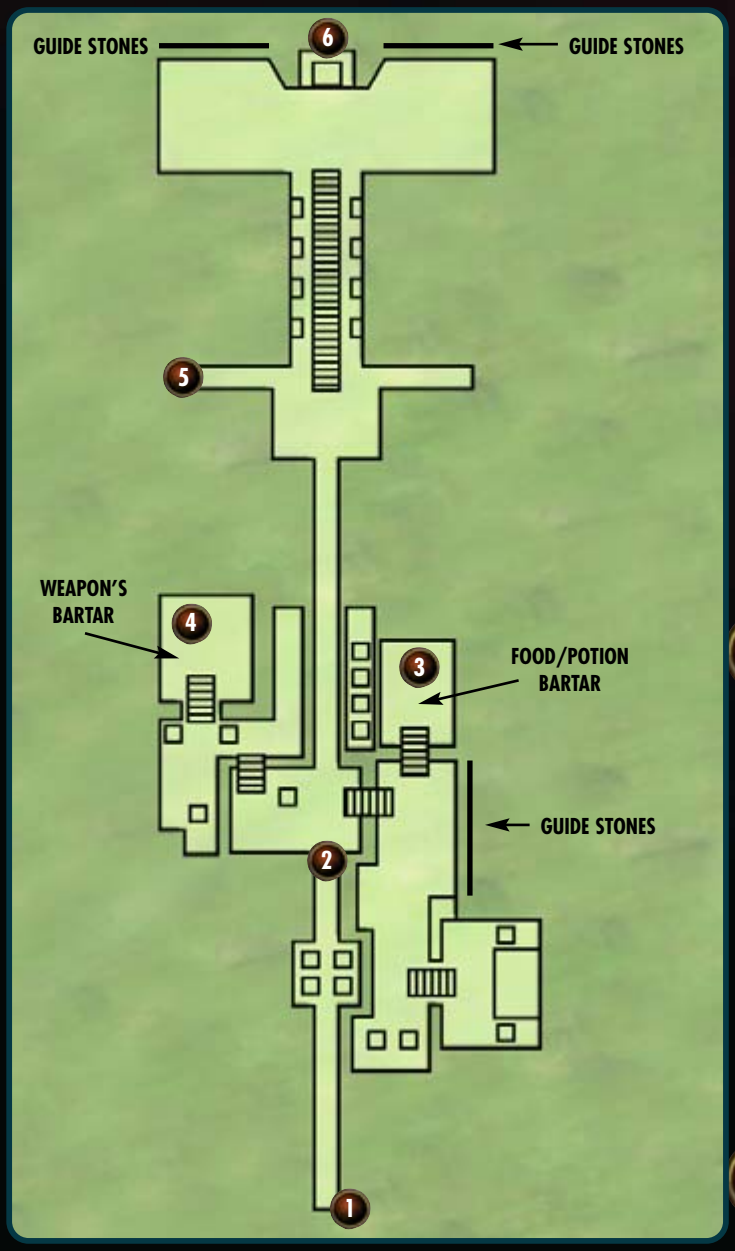
BBQ Veggies

Materials: *Animal Meat, Vegetables, Cooking Oil, Spices*
Materials Cost: *220*
Effects: *HP Up (20%), ATK Up (10%), ATK (10%), DEF (10%), INT Up (10%), MEN (10%)*
Prepared By: *Lang*
BBQ Veggies offer tremendous benefits for very little cost. However, the ingredient of Animal Meat can be somewhat difficult to find. Stock up when you can, to allow yourself the luxury of making this extremely useful dish.

Volcanic Island of Drokonia

When you arrive at the Island of Drokonia, you find a large inscription surrounding a glass emblem at the opening of the cavern. Despite Maya's best attempts, she can translate only snippets of the arcane text. Kenjiro, hidden on the *Bloody Hawk*, tentatively joins the adventurers in trying to translate the inscription. Although he does not know the language, he speaks of an island called Jinga to the southeast of Tanza where the script is common. The party reluctantly commits to finding this "island of ruins" to glean the meaning of the inscription.

Hill of Giants, Jinga



1. Silver Barome
2. Save Point
3. Heal Bottle
4. Heal Bottle
5. Restore Blossom
6. Blue Sky Shard

The only significant settlement on Jinga is an enormous temple complex. The party takes a few steps into this arrangement of oversized buildings before the shadow of an enormous dragon-like creature darkens the landscape. This enigmatic beast lands atop the largest temple on the north side of the complex. When you regain control over the party, meander northward, inspecting the various temple buildings as you progress.

At the head of the complex stands a Giant. This vulgar goliath is unfriendly, but a kindly elder keeps him in check. The elder recognizes the party members as "Nature Speakers" or Mystics and invites them into the temple's interior to speak of their journey. The elder knows of Lang's attempts to reach the Altar of Fire within the Volcanic Island of Drokonia. To reach this altar, Lang must go through the Earth Crest. Once he tells Lang what to do, the Elderly Giant gives Lang the Blue Sky Shard. This talisman should lead the party through the Earth Crest and to the Altar of Fire.

The Elderly Giant's final request is that they take along Silent Eagle, the vulgar goliath the party met earlier. As the most noble and strongest of the Giants, Silent Eagle is the party's best chance of succeeding in their quest. Silent Eagle reluctantly agrees, but insists on being called Ayne for the short time he is outside the sacred confines of Jinga.

Ayne

Level: *46*
HP: *2,990*
MP: *195*
STR: *438*
AGL: *117*
CHA: *136*
INT: *110*
MEN: *109*
HI DEF: *259*
LO DEF: *223*
Art Blocks: *8*

Ayne is a powerful fighter, without an Origin to supplement his attacks. However, he has a lone earth ability called Gaia Spirit, which raises the defense of every ally.

With Ayne in your party, you can now maneuver those numerous heavy blocks into position. This opens up various treasures in the Sewers, Kabel Ruins, and Thunder Mine.

New Recipes

When Ayne joins your party, he brings with him a pair of new recipes. Reread your cooking magazines and learn up to four additional dishes.

Wild Wild Beef

Materials: *Beef, Cooking Oil, Spices, Herbs*
Materials Cost: *1,570*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Up (10%)*
Prepared By: *Ayne*

This dish is too expensive for the benefits that it offers. Although the HP, attack, and defense bonuses are significant, Uni Bowl or Beef Sandwich offer similar benefits for far, far less.

Sunny Melody
Materials: *Egg, Cheese, Southern Noodles, Miso, Soup Broth Set*
Materials Cost: *850*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%)*
Prepared By: *Ayne*
Location Learned: The Royal Gourmet, *Phorchoon*
This dish is on the expensive side and includes ingredients that may be hard to find. But overall, it is a solid balance of price and benefits. However, many other dishes offer much more, for much less.

Tang o' the Sea
Materials: *Shellfish, Shrimp, Miso, Tofu*
Materials Cost: *1,170*
Effects: *HP Up (10%), MP Up (5%), INT Up (10%), MEN Up (10%)*
Prepared By: *Ayne*
Although a delicious treat, Tang o' the Sea costs too much and does too little to be among your regularly prepared dishes.

Pot-Au-Feu
Materials: *Beef, Vegetables, Soup Broth Set*
Materials Cost: *260*
Effects: *HP Up (10%), MP Up (10%), ATK Up (5%), DEF Up (10%), AGL Up (5%)*
Prepared By: *Ayne*
Pot-Au-Feu provides an excellent array of upgrades and advantages for a very affordable price. Better dishes can be found for a lower price—but not many. Further, the ingredients for this dish are readily available.

Baked Crab Shell
Materials: *Crab, Tofu, Soup Broth Set*
Materials Cost: *750*
Effects: *HP Up (10%), DEF Up (10%)*
Prepared By: *Ayne*
This dish is too expensive to eat regularly, and it offers comparatively little upgrade to party attributes to justify the excessive price.

Custard
Materials: *Eggs, Cookie Set*
Materials Cost: *130*
Effects: *MP Up (5%), ATK Up (5%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Ayne*
Custard is a cheap and easy way to add some minor upgrades to your party's stats. The price is low, but so are the benefits.

Brownies
Materials: *Cookie Set, Chocolate, Cocoa Powder*
Materials Cost: *800*
Effects: *HP Up (10%), MP Up (10%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Ayne*
Brownies are too expensive to eat regularly. Every benefit offered by this dessert can be found in other, much less expensive dishes.

Centurion Challenge

Behind the Elderly Giant is a mystic inscription carved into the floor. This inscription is a gateway to a cavern below the temple from where even the most stalwart warriors have never returned. Beyond this arcane gateway is a series of carved barriers, each testing your party through combat. The first few challenges are relatively easy. But as you continue, these battles become more difficult. The remaining 10 challenges contain boss-level monsters that can single-handedly slay an unprepared group of adventurers.

Although the Centurion Challenge is an excellent way to test your skills, it's not recommended that you attempt it—yet. Your party has become powerful, but it is unlikely that you would survive even the first 20 challenges, let alone the complete set of 30.

You can make trades at many of the shops in Jinga. The Giants of Jinga only trade you item for item. Most of the equipment can be traded for your raw materials. Investigate each of the three merchants before heading back to the Drokonia.

NOTE

If possible, trade for the Creepy Mushroom and other food items. These rare ingredients can lead to some new recipes later in your journey.

Side Trips

Before heading to Drokonia, consider returning to Kravia. In the Hunter's Guild you find a silver-haired warrior named Stiel who tells you the secret location of the Paradise Isle Phorchoon.

Another side trip to Nohl's Equipment Shop will reward you with a new nickname and a rare material known as Heaven's Secret. If you have 50,000 steps recorded on your Pedometer, simply speak with the shopkeeper to receive your prize.

With Ayne now in the party, proceed to Darakin and into the Sewers. On the southeast side of the canals, move the block to gain access to a pair of chests (43). Inside is the Earth Axe.

Side Trips cont.

The Thunder Mine also offers additional rewards now that Ayne is a party member. On the south side are a series of chests **(13, 14, 15)** that can only be reached once Ayne has positioned a large stone block. Collect the Ascetic's Orb inside.

On the extreme eastern side of the Thunder Mine is a collection of earth columns, stone blocks, and creeper vines. Destroy one of the blocks, then use the earth column to ascend to the top of the remaining block stack. Use Ayne to push the large carved stone block into place. Move forward onto the destructible stone blocks, switch to Sharon, and use her Origin ability to dispatch an Evil Jelly hovering nearby. Next, hop down the stone blocks to reach a small creeper vine set into the cliff face. Use Maya's Origin power to grow the vine up the cliff face. Then ascend to reach an enormous cache of chests.

New Arts

A trip to the Hot Spring Inn of Tanza nets Kazan a new Hyper Art. Go upstairs to the rooms overlooking the hot springs, and watch the conversation between Kazan and his old friend, Gyne. Gyne gives Kazan the Way of Quake scroll, which teaches Kazan the Earthshaker Hyper Art.

Earthshaker

Combination: →, ←, ↑, ↑
AP Cost: *36*
This attack is punctuated by a pair of devastating uppercuts, each doing thousands of points of damage.

New Recipes

A trip up to the Green Lynx Inn of Darakin Citadel rewards Maya with a new recipe—Pasta Carbonara. When you enter the inn, you see Maya cooking behind the bar. Simply speak to her to learn the new recipe.

Pasta Carbonara

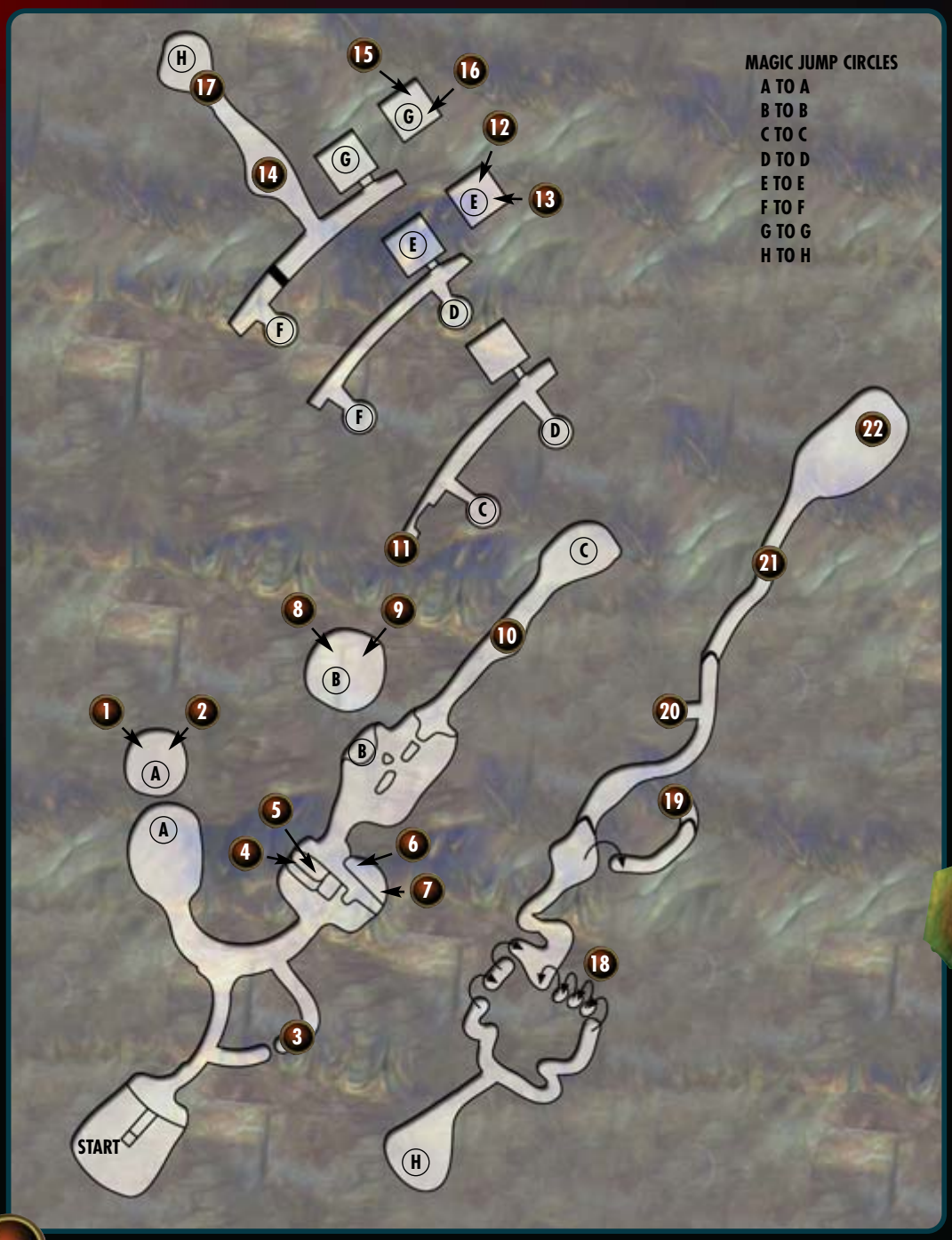
Materials: *Pork, Milk, Pasta, Cooking Oil*
Materials Cost: *300*
Effects: *HP Up (10%), MP Up (10%), DEF Up (10%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Maya*
This dish offers a good array of benefits at a reasonable price. The ingredients are common and easy to replenish.

Travel to Nohl and speak with Monjiro, a local merchant. If you traded for the Creepy Mushroom in Jinga, Sharon learns the recipe for Sick Shroom Soup

Sick Shroom Soup

Materials: *Creepy Mushroom*
Materials Cost: *N/A*
Effects: *HP Down (20%), DEF Up (20%)*
Prepared By: *Sharon*
This recipe is a mixed blessing. Despite its tremendous increase in defense, there is an equally tremendous *decrease* in HP. The ingredients are extremely hard to come by and can be obtained only in Jinga.

Volcanic Island of Drokonia



1. Fame Bottle
2. Mind Bottle
3. Gold Symbol
4. Creepy Mushroom
5. Heaven's Teaching
6. Camping Kit
7. Spell of Fire
8. Silver Barome
9. Last Hit Symbol
10. Campsite
11. Attack Transformer
12. Silver Barome
13. Sage Symbol
14. Campsite
15. Warlock Symbol
16. Life Syringe
17. Marienne/Elliott
18. Vampire Symbol
19. Life Syringe
20. Petrify Draught
21. Campsite
22. Pyrolith

Monsters: *Larva Drake, Pyro Heretic, Bloodfeather, Abysgigas, Garv Su Trah, Verktora, Blaze Wheel*
Bosses: *Elliott, Marienne, Val Kenus, Var Kurtz, Var Zelph*
Arts Learned: *Dancing Flames, Fire Storm*

New Encounters*

Larva Drake

Larva Drakes are extremely quick for their size. They battle low to the ground, making them hard to hit on anything but a down-turned swing. The Drake's favored method of attack is a combination attack: rending with its mighty clawed feet, followed by a punishing headbutt. To make matters worse, their quickness allows them to attack early and often. Finally, Drakes have a potent special attack—Crazy Gas. This makes members of your party go berserk, attacking anyone or anything nearby.

It may take more than one party member to take out a single Larva Drake. Concentrate your attacks on one creature at a time to eliminate at least one of these beasts in the first turn. Then, have two characters attack the final Drake, while using the third to heal.

** See the Monsters section for statistics.*

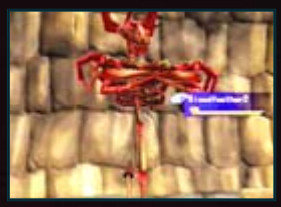
New Encounters cont.*

Pyro Heretic

Pyro Heretics use Death Smoke as their primary offensive weapon, allowing a Pyro Heretic to land six successive hits in seconds. Each shot infects the target with Plague. Finally, a Pyro Heretic's Mad Sonic ability paralyzes its victim.

When attacking Pyro Heretics, aim level and high. High shots are the most likely to land, as are combinations that involve high leaping blows.

Bloodfeather



Physically, Bloodfeathers are weak, but they compensate for this deficit with a wide array of extremely potent special abilities. Chaos Breath prevents use of any Origin power, while Death Game is a bizarre card toss, with multiple outcomes. Four cards are provided, each with a different gruesome outcome. Some inflict damage on your party, others enhance the Bloodfeather. You must pick one after the cards are shuffled and suffer the result.

Bloodfeathers' primary weaknesses are their slowness and lack of durability. Bloodfeathers usually attack last, giving you ample time to destroy them before they bring their magics to bear.

Abysgigas

An Abysgigas is an enormous beast that always appears alone. With its powerful body, it inflicts significant injuries to individual party members. However, if it uses its Full Power special ability, it attacks with triple its normal strength on the next turn. This often results in a barrage of damage that no single character can survive.

The Iron Muscle special ability upgrades the Abysgigas's defense, reducing the effectiveness of your attacks. The Final Blow attack is a certain kill for the unfortunate party member it is aimed at. In one turn, the Abysgigas triggers this ability, and in the next turn, it hammers its opponent with a single blow at *10 times* normal strength.

Take out an Abysgigas quickly, with a mass of concentrated attacks. Because these creatures are ponderously slow, you can get a full round's worth of attacks first. Eliminate this Giant early—taking too long will cost you dearly.

Garv Su Trah

The three types of Garv Su Trah can be distinguished by their colors.

Purple: Thunder
Red: Fire
Blue: Water

** See the Monsters section for statistics.*

Garv Su Trah are powerful spirits. They have a limited ability to attack your characters physically, generally confined to a burst of strikes from their great barbed staves. Their true danger lies in their incredible array of special abilities. Dark Roar, a Garv Su Trah favorite, hammers your entire party with an explosion of arcane energies. Impure Melody, though used less frequently, causes Confusion in your entire party.

Garv Su Trah also have unusual resistances to your attacks. Any damage caused by Origin attacks are automatically halved. Further, Garv Su Trah come in three types—Fire Red, Thunder Purple, and Water Blue. Unless you recognize the type, this can reduce the effectiveness of your attack. Carefully match your attack to a Garv Su Trah's particular type. Finally, try to attack with high-damage, low-move combos. Garv Su Trah are especially adept at blocking your shots.

Verktora

These two-headed beasts possess both powerful combat abilities and effective special attacks. A Verktora's powerful jaws can rend flesh with a series of lightning-quick bites. However, the Gust Howling special ability enables a lone Verktora to inflict moderate damage to your entire party. The Wave Smash ability is no less deadly, although it focuses on only one party member at a time. This attack severely injures and stuns the target character.

Blaze Wheel

These tiny creatures may not present much of a threat in hand-to-hand combat, but they're an absolute *terror* when using their special abilities. Fate's Choice is a grab bag of possible outcomes. Most are only annoying, such as restricting a character to only Art attacks. Others are downright deadly. Petro Shock allows the Blaze Wheel to temporarily turn your characters to stone.

Eliminate Blaze Wheels quickly; consider them your first priority in any combat scenario within Drokonia. Aim only high or level to increase your chances of connecting with the tiny Blaze Wheel. Any shots aimed low will probably miss.

Armed with new knowledge from the Elderly Giant of Jinga, the party can use the Earth Crest to access the interior of Drokonia. The first chamber initially appears to dead-end. However, by using Ayne's immense strength, you can reposition a nearby stone ramp—allowing your party to climb to a higher landing. From this landing, proceed deeper into the bowels of Drokonia.

When the tunnel you follow splits north and east, take the northern passage. In just a few steps, the tunnel again splits, this time northwest and east. Follow the eastern way, continuing along that path as it passes by a southern tunnel. The party eventually comes to a large room dominated by a series of landings and catwalks. On the west side of the room are two chests (4, 5) that are presently inaccessible. Instead, turn your attention to the earth column sitting near the chamber entrance. Use Kazan's Origin power to lower the column and pass through the short length of tunnel that is revealed. In a small alcove on the other side of the tunnel, find a Camping Kit (6) and the Spell of Fire scroll (7). This scroll teaches Maya a powerful Hyper Art.

TIP

At the tunnels' third split, take the southern passage to find the Gold Symbol (3) tucked inside a chest.

Dancing Flames

Use the Spell of Fire scroll to teach Maya the powerful new Dancing Flames Hyper Art.

Combination: ←, ←, ←, ←, ←
AP Cost: *50*

This spell creates a furnace of flames rocketing up from the ground and engulfing a single target. It is the most powerful Fire spell in *any* character's arsenal.

After getting the Spell of Fire, return through the short length of the tunnel and stand on the earth column. Then use Kazan's Origin power to raise the column up to the elevated catwalk to reach the chamber's remaining chests (4, 5). Among the small cache is the Heaven's Teachings scroll. This scroll teaches Ayne Firestorm, a devastating new Hyper Art. Finally, hop down the stair-like series of landings to return to the chamber's floor.

Firestorm

Use the Heaven's Teachings scroll to teach Ayne the powerful new Firestorm Hyper Art.

Combination: ←, ↓, ↓
AP Cost: *30*

This attack is a simple double spin, with devastating results. As Ayne passes in this spin, his axe collides with his enemies for more than 2,500 points of damage per strike.

This is the correct arrangement of stone blocks needed to pass through the room.

Take the earth column to return to the catwalk to reach a northern passage. Follow this passage until you reach an immense cavern filled with a trio of movable stone blocks. Using Ayne, first position the northernmost block along the trench marks in the floor toward the cavern's center. Second, move the stone ramp to the south toward the middle of the chamber. Finally, use the land ramp to climb on top of the blocks, and hop from block to block to the northern landing.

NOTE

If you position the blocks incorrectly, simply leave the chamber and then return. The blocks automatically reset.

Western Cache

You reach a landing to the west by using a slightly different block configuration. Move the northernmost block toward the center of the chamber, followed by the stone ramp. Do not touch the westernmost blocks. Finally, use the land ramp to climb on top of the blocks, hop west from block to block. On the western landing is a magic circle that you can use to access a cache of chests (8, 9) that includes the Last Hit Symbol.

Follow the passage beyond the northern landing to reach a campsite. Use this opportunity to replenish your strength and do some cooking. Then continue northward into a dead-end cavern containing yet another magic circle. Use this arcane symbol to transport the party to another portion of the Drokonia.

The party stands on a transparent magic symbol overlooking an immense tower-like shaft. Head to an arching landing to the north, then move west along the cavern wall. An inactive magical symbol rests over the shaft. To power it up, go through a doorway to the north. A bizarre puzzle awaits you. Three floating crystals hover above a tiled room. Push these crystals to a matching set of red tiles set into the western corners of the chamber. Properly position the crystals and the magic circle outside activates.

Crystal Puzzle 1

Three crystals hover near the center of the puzzle chamber. On the west side of the room are three red tiles. The goal of this puzzle is to push the crystals onto the red tiles using Ayne.

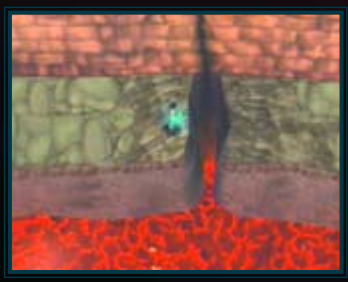
Following the diagram, move the first crystal to the west, then push it north. It should stop on the red tile in the northwest corner of the room. Follow it with the second crystal, pushing it into position on the second northwestern tile. Finally, move the third crystal onto the remaining tile by pushing it to the west. When all three crystals are in the proper position, the magic circle outside activates.

Use the now-active magic circle to transport to the second tier of the lava shaft. Here you find a door with an idle magic circle to the distant west. Follow the landing to the west to access the active magic circle there. This transports the party to the third and lowest tier.

Crystal Puzzle 2

Through the doorway on the second tier landing, you find another floating crystal puzzle. To solve it, first push crystal number one to the west and into the rock. Then push this crystal northward and over the target tile. Second, destroy the rock set in the middle of the room. Finally, push the remaining crystal northward to solve the puzzle.

This activates a magic circle within the puzzle room. Use this magic circle to access a pair of chests containing a Silver Barome (12) and the powerful Sage Symbol (13).



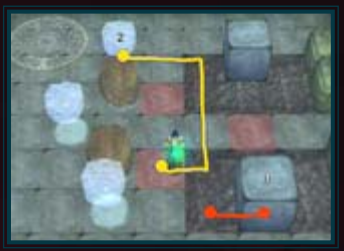
When you arrive on the third and lowest landing, move east. Hop across a chasm in the slowly crumbling walkway and continue east until you find a small tunnel set into the cavern wall. Follow this tunnel northward, resting at the campsite. Continue northward once your party is rested and ready for battle.

TIP

Before heading northward, equip Kazan with the Passion Necklace, then set Kazan's Defensive Skill to Full Power. This ability will be invaluable in the coming battle.

Crystal Puzzle 3

On the third and lowest tier, continue east past the tunnel to a doorway. Beyond this doorway is another crystal puzzle. Solve this complex puzzle in three stages.



To begin, move the southernmost gray stone block one space west. Next, move the northernmost crystal east, then south, and finally west where it hovers over a red target tile.

To place the second crystal, move the southernmost gray stone block two spaces east. Then move the northernmost block one space south. Finally, move the southernmost crystal east, then north where it hovers over a red target tile.

Finally, move the northernmost block one space west and one space north. Reposition the final crystal to the east, then to the north, and finally to the west to complete the puzzle. Once the puzzle is completed, the magic circle in the puzzle room activates, granting you access to the Warlock Symbol (15) and a Life Syringe (16).

If you position the stones and crystals incorrectly, simply leave the room and return to reset their positions.

Eliminating one of the pair early is essential for victory. Together they can use their own Variable Arts to cause devastating damage. With Marienne down, recharge your AP with a series of Normal Art attacks. When you've sufficiently increased your AP, repeat the Full Power/Variable Art one-two combination to take Elliott down as well. This will be more difficult, as he frequently uses his own Origin of the Dark to injure and spellbind your party.

Both Marienne and Elliott are vulnerable to Light-based attacks. Maya's Ballistic Light is especially effective in whittling down this formidable pair. Use Maya's Origin abilities to keep party members alive. The combination of frequent healing and relentless attacks at the evil duo's vulnerabilities will assure victory.

At the end of a long tunnel you come across another magic circle. However, before you can pass through it, the circle activates, transporting your old friends Marienne and Elliott. The pair commit to taking the Sacred Azure Stone—over Lang's dead body if possible.

Though fierce, the battle ultimately ends in a victory for Lang and his party. Stepping over the broken bodies of Marienne and Elliott, go to the magic circle and into the very core of the Volcanic Isle. The terrain that follows is searing and oppressive, with gouts of flame soaring overhead and bubbling magma simmering below. Follow the only path offered until it splits to the east and west. Head down the eastern path, hopping from rock to rock when the crumbling trail begins to break up.

Battling Marienne and Elliott*

Marienne and Elliott

This battle is best fought by Lang, Kazan, and Maya. Before going into battle, outfit Kazan with the Power Necklace. As the battle opens, hammer Marienne relentlessly with Maya and Lang, while putting Kazan into Guard mode. This triggers his Full Power Defensive Skill and triples the normal damage on the next turn. After weathering the best attacks that Marienne and Elliott throw at your party for a full turn, respond with a Variable Art attack against Marienne. With Kazan's strength enhanced from Full Power, this one attack should do well over 120,000 points of damage and silence the princess of pudge for good.

** See the Monsters section for statistics.*

When you come across a chest on one of the small rock islands, collect the Vampire Symbol (18) contained inside. Then hop to the main trail and continue northward. Follow this main trail, pass into a vast tunnel, and arrive at a campsite (21). Rest here and replenish your party. A fierce battle looms just around the corner, so make sure your party is prepared.

TIP

On the side passages you can find both a Life Syringe (19) and a Petrify Draught (20).

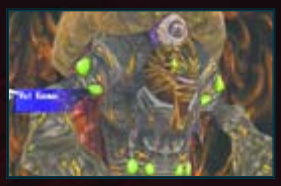
Once rested, complete your journey by passing through the tunnel to the north and arriving at the Pyrolith's resting place. Unfortunately, the sacred stone does not sit unguarded. Lording over the site is Bishop Doplin and his henchwoman Velna. Sitting below, virtually straddling the Pyrolith itself, is the reincarnated Slogar. After a short conversation, Doplin unleashes the power of the ancient Kabel and merges Slogar's twisted form with the Pyrolith. The result is a monstrosity unlike anything you have ever faced.

Battle for the Pyrolith*

We again recommend Lang, Kazan, and Maya for this particular battle. The fighting abilities offered by Lang and Kazan are unmatched, while Maya offers excellent support and firepower with her Origin and magical abilities. As before, be sure to outfit Kazan with the Power Necklace to help end the battle more quickly.

This battle is fought in two stages. The first is with the initial incarnation of the fire demon known as Val Kenus. Upon defeating the fire demon, the magic of the Kabel twists and mutilates the broken flesh of Val Kenus and spawns a pair of vile creatures—the Var Zelph and Var Kurtz. Only after you have defeated every incarnation will the battle truly end.

Val Kenus



Although fierce and incredibly durable, this incarnation is by far the easiest to defeat. You have a full turn to ready your best attacks as the Val Kenus looks for the proper opportunity to attack. As in your last battle with Marienne and Elliott, put Kazan into Guard mode the very first turn to initiate Full Power. Attack mercilessly with Lang and Maya, while making sure not to burn through Lang's AP in the process. When the second turn begins, hammer the Val Kenus with the enhanced Variable Arts and watch the enormous beast fall.

If you can't use this particular attack strategy, hammer the beast with high-damage, low-hit combinations. Roaring Fang and Absolute Zero are particularly effective against the Val Kenus. However, even without the Power Necklace, the first stage of this battle should be far easier than many you have faced.

** See the Monsters section for statistics.*

Var Kurtz

The Var Kurtz is actually a monstrosity born of the twisted flesh of the fallen Val Kenus. It vaguely resembles the Var Zelph's severed arm and possesses only a small fraction of the demon's total power. Target this aspect of the fire demon first, eliminating it in a few solid turns of combinations and Hyper Arts.

The Var Kurtz shares the same vulnerabilities to water as its sire. Absolute Zero, Blizzard Blast, and Ice Pyre are especially effective at causing severe injury. Further, Hyper Attacks such as Roaring Fang and Fists of Rage also help soften it up. However, make rebuilding your AP supply a priority while combating the Var Kurtz. Accordingly, use Hyper attacks sparingly during this stage of the battle.

Its only significant special attack is Lava Storm—a blast of white hot magma that can cause up to 800 points of damage to a single character.

Var Zelph

The Var Zelph is the most dangerous and difficult portion of this battle. Once you destroy the tiny Var Kurtz, make slowly rebuilding your AP your highest priority. Store enough AP for your Variable Art attack, put Kazan into Guard mode, and unleash it on the following turn. Although you probably won't kill Var Zelph in a single turn, this devastating attack combination should severely weaken the beast.

The hardest part of this battle is keeping your characters alive. The Var Zelph has a pair of devastating special attacks that can annihilate a fully healthy character in two turns. The first is Volcanic Storm, which unleashes a focused beam of magma directly at one character. The damage is extreme, often more than 1,500–2,500 points of damage per shot. However, far worse than the Volcanic Storm is Meteor Breath, inflicting between 1,000 and 1,800 points of damage to every member of the party.

Make frequent use of Maya's Origin abilities, or consume Silver Baromes to heal everyone simultaneously. Your two primary combat characters must remain alive. If either one perishes, then their AP drops to zero, regardless of what item you use to revive them. This means an even longer delay in your use of the upgraded Variable Arts, and much longer battle. If you keep your party in good health, and use your most devastating attacks, victory will be yours.

The initial incarnation of Slogar is utterly loyal and obsequious to Lord Doplin and fights at his whim. However, once defeated, the twisted demon is utterly mutilated by the powerful magics unleashed by Doplin. In this new and horribly mangled form, Slogar turns on Doplin, consuming the evil bishop in a flare of fire and blood. After a long and difficult battle, the party finally defeats the twisted demon and earns the right to carry off the Pyrolith.

NOTE

After your battle with Slogar, a magic circle forms on the south side of the chamber. Use this to return to the very beginning of the Volcanic Isle.

Quest for the Aerolith

With Slogar's gruesome and final demise, the battle-weary party sets its sights on the final stage of the quest—the Aerolith. Ayne tells the party of a Wind Tower on an island north of Jinga that is often spoken of by the Jinga Elders. Deciding that this is the most likely resting place of the Aerolith, the party asks the elders more of this wind-strewn isle. When you control Lang, move to a magic circle nearby, exit the caverns beneath the Volcanic Isle, and set sail for Jinga.

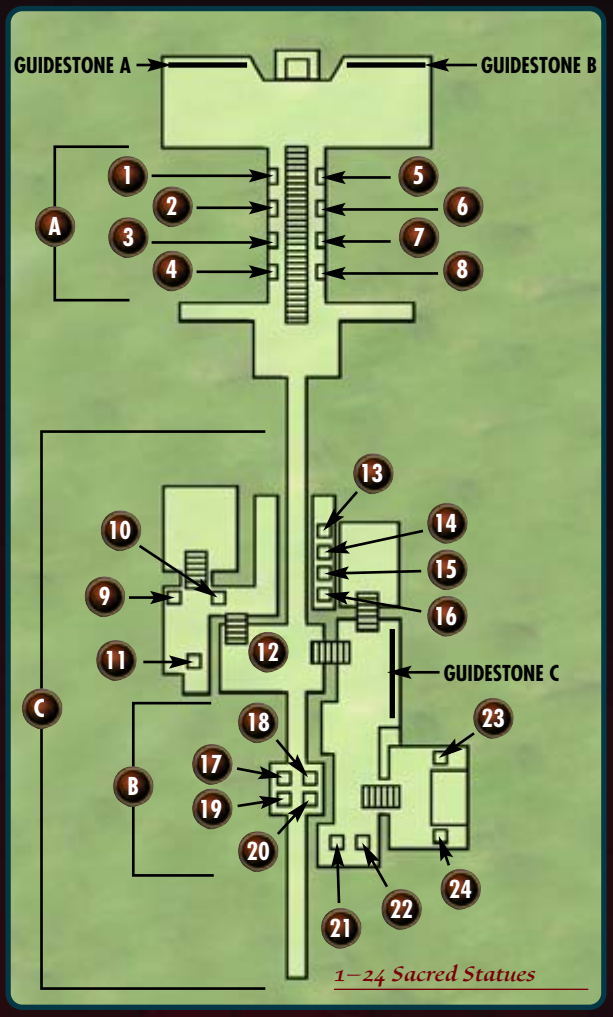
Jinga

At the Isle of Giants, head to the north side of the temple complex. Chief West Wind tells you of a mystic floating tower created by the Kabel themselves on the island of Ellsworth. Unfortunately, the only way to reach the soaring heights of this tower is to fly. The elder has no suggestion on how you are to fly but recommends that you ask around.

NOTE

Behind the chief is a priest who names the people of Jinga. Speak with him to receive a new nickname.

The Statues of Jinga



Statue of Jinga cont.

The Jinga villagers tell you to look to the great statues of the island for guidance. Find the key to that "guidance" on the stone tablets to the northeast, northwest, and southeast. The tablets themselves provide you with a small diagram of a particular grouping of statues. A small red dot indicates which statue you should inspect, and the order of the tablets indicates the order in which you should visit the statues.

The first grouping (A) bears the following inscription: *The Great Spirits walked with the morning sun at their back. The sunlight shone brightly, bringing life to the world.* Using the hint of the "morning sun" read the tablets from east (sunrise) to west (sunset). The order this provides is statue 6, 4, then 8. Visit these statues in their proper order, and you will be rewarded with a Restore Blossom. When visiting a statue, stand beside it and press ✕ until you see a small box of text indicating you have inspected the stone figure.

Move east to find a second set of stone tablets (B). That inscription reads: *The Great Spirits began walking toward the sunrise. The fresh morning sun was warm.* Again, follow the hints of facing the sunrise, and this time go from west to east. The order provided is statues 20, 19, and 18. Visit them in order to receive a Golden Barome.

Discover the final set of tablets (C) in the southeast side of the temple complex. The inscription on the tablets reads: *The Great Spirit walks toward the sun. The bright sun sat high in the sky, yet its rays were gentle.* Read the tablets from north to south, visiting the statues in the order 22, 15, 5, 17, 10. You are rewarded with a Restore Leaf. Follow this sequence a second time and receive a Transparent Pill.

The information you seek comes from an unlikely source. Head back to Derek's Haunt and climb aboard the *Bloody Hawk*. Here you find Kenjiro sitting near the main mast. The portly merchant gladly tells you of a contest being held in Phorchoon for a flying dragon. Such a beast could surely transport the party to the top of a floating tower. Do some shopping with Kenjiro then set sail for the Paradise Isle of Phorchoon.

NOTE

The same information can be gleaned for a price from Joe at the Green Lynx Inn of Darakin Citadel.

TIP

To take full advantage of Kenjiro's information, make sure you have already spoken to Stiel at the Hunter's Guild in Kravia. Stiel will have given you information on Phorchoon's location.

NOTE

If you head back to Derek's Haunt, you can now enter Sharon's room on the upper levels of the pirate's bar. Inside you find a single dose of Maiden's Heart.

Paradise Isle of Phorchoon

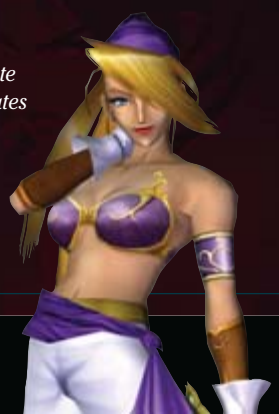
Phorchoon is a gambler's paradise, even more extravagant and elegant than Doplin Castle. In the center of the sprawling building is an ornately decorated lobby dominated by a large circular wooden reception counter. The rest of Phorchoon consists of three floors—an Auction Floor to the west, an Arena Floor to the north, and Casino Floor to the east. To begin, head east to the Casino Floor.

Slot Machines

How to play: Match three symbols horizontally or diagonally. The number of coins won varies by the value of the symbol. Matching "7," "Lang," or "Marienne" begins a bonus round. The number of lines that are active depends on the number of coins inserted.

Guide to Controls

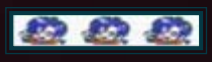
R1: *Insert three coins; all lines activate*
R2: *Insert one coin; center line activates*
Left Analog Stick Down: Spin reels
■: *Stop left reel*
✕: *Menu Screen*
●: *Stop center reel*
▲: *Stop right reel*
SELECT: *End Game*

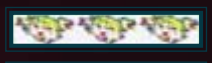


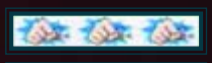
Winning Combinations

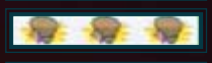
7, Lang, Marienne: bonus round

15 Coins (x3 in bonus round)


15 Coins (x3 in bonus round)


15 Coins (x1 in bonus round)


15 Coins


10 Coins

Replay

Cherry

Strategy: There is really no strategy to this fun game of chance. Play three coins to activate the top, middle, and bottom rows at the same time. That way, if there is a match in any one of them, you win. Play one coin to economize, but then, only matches on the middle line win.

Roulette

How to play: The numbers indicate each prize. The bigger the number, the more valuable the prize will be. Win the most valuable prizes by playing the yellow star. The black star wins you nothing. Where you end up depends entirely on when you stop the wheel. The object is to stop on the number you want. To stop the roulette wheel, press ✕.

Prizes

#	West Table Prizes	East Table Prizes
Gold Star	*Golden Barome*	*Resurrect Bottle*
10	*King Dream*	*Holy King's Gem*
9	*Black Opal*	*Attack Booster*
8	*Radiant Sphere*	*Fargoh Cloth*
7	*Magic Transformer*	*Eternal Flame*
6	*Big Bean*	*Wooden Table*
5	*Attack Bottle*	*Big Child's Bed*
4	*Heal Leaf*	*Chibe Gold Bullion*
3	*Bronze Barome*	*PonPon*
2	*Sour Bloom*	*Sevti Sheet Metal*
1	*Heal Powder*	*Magic Powder*
Black Star	*Nothing*	*Nothing*

Strategy: Roulette is not as much a game of chance as the slots. When you follow the roulette wheel with your eyes, you can actually track the numbers as they spin. If you press ✕ when a number passes through the glowing box on the left side of the wheel, the wheel typically stops near that number.

There are two roulette wheels, each with completely different prizes. The west table tends to have more combat-oriented items, while the east side offers many valuable materials for upgrades. Some of the items offered at the east table, such as the King's Gem and Fargoh Cloth, can be found nowhere else.

The Casino Floor is a haze of flashing lights, spinning wheels, and scantily clad waitresses. On the far end of the room are a pair of fortune-tellers. One tells Lang of his inner self, the other the hearts of his comrades. At the center of the room are a series of slot machines. To the right and left are roulette tables, where many valuable prizes can be won—for a price. Try all the games the Casino has to offer. Then move to the Auction Floor to the west.

NOTE

Purchase coins at the extreme east end of the room. You need coins to play any of the games in the Casino. These coins can be exchanged later for valuable prizes.

New Arts

If you have enough cash, you can get coins and purchase a pair of scrolls at the exchange table on the east side of the Casino Floor. The Way of Thunder scroll teaches Kazan Hyper Blast, while the Book of Rose scroll instructs Sharon on the Windmill Rose technique.

Hyper Blast

Combination: ↑, ←, →, ↓, ↓
AP Cost: *50*
Hyper Blast is one of Kazan's most powerful Hyper attacks. By focusing his fighting spirit, he can create a ball of crackling energy in his hands. Turning, Kazan projects this annihilating energy into a cohesive bar of light that devastates any enemy it touches.

Windmill Rose

Combination: ↓, ↑, ↑, ↑, ↑
AP Cost: *50*
With a massive sweep of her sword, Sharon leaps—spinning in the air. This attack starts low, and continues through the midsection and up over the top of her opponent. It is an excellent attack against irregularly sized enemies, as at least *some* of this attack catches every opponent.

On the Auction Floor, treasures from all around the world are bought and sold to the highest bidder. Wealthy nobles and crafty merchants flood the Auction Floor's main hall, waiting to bid on their favorite items. If you'd like to participate in an auction, simply speak to the staff near the entrance to the main hall. They arrange an auction of three different items for your bidding pleasure.

NOTE

Only Gold is accepted for bids in an auction.

Auction Floor

You need at least 10,000 Gold to enter an auction. This is the bare minimum, and it's unlikely that you can successfully bid on anything with such a paltry amount.

Each action includes three items, with the second item typically being the most valuable. Sharon assists you in your bidding, offering you tips on what to bid and how often. The bidding for a new item will be furious at the beginning, with nobles competing for the purchase. But as the price rises, the number of bidders slowly dwindles.

There is very little you can do to influence the price of an item, save overbidding. To avoid this, bid in relatively small increments of no more than 10 percent higher than the present bid. If your offer is more than the other bidders are willing to spend, the item becomes yours. These items are often entirely decorative and can be used to add personality to Lang's room back in Yuno.

New Recipes

If you have the requisite 600,000 Gold, purchase the coins necessary to trade for a new recipe book, *The Royal Gourmet*. Find this at the Coin Exchange counter at the east end of the Casino Floor. Each character can learn a new dish.

Sirloin Steak

Materials: *HP Up (20%), ATK (20%)*
Materials Cost: *1,500*
Effects: *HP Up (20%), ATK (20%)*
Prepared By: *Lang*
This dish is rather expensive, although the benefits are extremely useful. This is primarily a combat dish, allowing the party to recover from injury more quickly and dish out more punishment. Sirloin Steak's comparative lack of negative effects make this dish even more useful.

Oden Stew

Materials: *Fish, Shellfish, Soup Broth Set*
Materials Cost: *270*
Effects: *HP Up (20%), MP Up (10%), ATK Up (10%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Kazan*
Oden Stew is an excellent value as a cheap and effective meal. It benefits every stat, including a massive increase in HP. The only drawback is the comparative difficulty in finding some of the ingredients.

Beef Stroganoff

Materials: *Premium Beef, Vegetables, Spices, Soup Broth Set*
Materials Cost: *1,680*
Effects: *HP Up (20%), MP Up (20%), DEF (20%)*
Prepared By: *Maya*
Although this dish is expensive, the benefits are extreme. As your characters gain experience and fight more powerful monsters, they can afford to cook dishes such as Beef Stroganoff. Growing your own spices is a great way of saving some serious cash on this dish's most expensive ingredient.

Bouillabaisse

Materials: *Fish, Shellfish, Shrimp, Crab, Herbs*
Materials Cost: *820*
Effects: *HP Up (20%), MP Up (20%), INT Up (20%), MEN Up (20%), AGL Up (20%), Plus 1 Art Block*
Prepared By: *Sharon*
This dish is an extraordinarily powerful meal, offering a tremendous range of benefit at a reasonably low price. This dish should replace Uni Bowl, Udon Noodles, and Beef Sandwich when it is learned. The combat benefits alone make this dish a bargain at twice the price.

Sunny Melody

Materials: *Egg, Cheese, Southern Noodles, Miso, Soup Broth Set*
Materials Cost: *850*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%)*
Prepared By: *Ayne*
This dish is on the expensive side and includes some hard-to-find ingredients. Overall, it is a solid balance of price and benefits. However, many other dishes offer much more for much less.

The Auction Room offers a variety of light refreshments. Try the Club Sandwich on a table near the Auction Floor's entrance to learn a new recipe.

Club Sandwich

Materials: *Pork, Poultry, Vegetables, Bread*
Materials Cost: *200*
Effects: *HP Up (10%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Lang*
The Club Sandwich is a rich, refreshing meal that provides a tremendous number of benefits for the meager price of its ingredients. Although none of the enhancements are spectacular, they form a well-rounded set of upgrades.

Arena Floor

When you've had your fill of the Auction Floor, head north to the Arena Floor. An information counter on the left side of the Arena entrance tells you all you need to know about the Championship Tournament. The tournament is simple and has only one rule: Winners proceed to the next round. Prize money is awarded only to the champion. The losers walk away with nothing. In addition to a large sum of money, the winner also receives the legendary flying dragon. Enter the contest and prepare yourself for battle.

Select a Champion

You can choose which player you want to enter into the competition. We generally recommend Lang because he is invariably among the most experienced party members. All strategy given focuses on Lang as your champion.

There are two primary focuses in your preparations with Lang—attack strength and resistance to special attacks. In previous battles, there was always a team member to jump in and administer a healing salve or antidote. In these arena battles, if Lang succumbs to the effects of a special attack, there is no one else to help him.

For attack capability, suit Lang up with the Passion Necklace. The Full Power Defensive Skill serves him well. Place Lang into Guard mode for the first round of any combat, then finish your opponent off in the second round with a brutal triple-strength attack. The only disadvantage to this tactic is that it does leave you open to special attacks in that crucial first round of combat. However, the benefits far outweigh the potential dangers.

CAUTION

Before heading to the counter, make sure that the party member you choose for the fight is equipped exactly as you want and at full health. You have no opportunity to make adjustments later.

NOTE

This is the most likely arrangement of opponents, although the actual order may differ slightly. If you are paired up with an enemy that is not listed in the walkthrough, please refer to the Arena portion of the "Monsters" section for the vital statistics of your opponent.

NOTE

At the end of every battle, your character receives some form of healing. The amount depends on how quickly the battle was concluded.

Round 2: 50%
Round 3: 30%
Round 4 or more: 10%

Round 1

Dark Jackal

This first round of combat is exceptionally easy. The Dark Jackal is simply outclassed by Lang, and will likely be killed in the first round. Feel free to use Origin powers—at the end of the round you have 30 percent of your MP restored in preparation for the next battle.

Round 2

Dangerous Zone

The Dangerous Zone is a relatively easy kill, but its special attack can be problematic for Lang. With Poison Dust, Lang can be injured for up to 500 points of damage, as well as having MP pilfered. Luckily, the Dangerous Zone is vulnerable to both Lang's sword and his Origin. Use both generously, laying into the creature with a flurry of potent Art combinations and attacks from Galea.

TIP

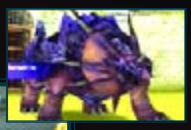
MP and HP will be replenished at the end of the round, but AP will not. Don't deplete your AP pool on only one opponent.

Round 3

Wasteland Outlaw

The Wasteland Outlaw is effectively a Baki on steroids. It is lightning quick and surprisingly durable, but this wily creature simply doesn't have the raw power to inflict significant injury. Fell it easily with a couple of turns of powerful combinations. As the Outlaw poses no real threat to life or limb, use this round to replenish AP with a long series of Normal Arts.

Round 4
Gormekila



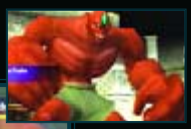
The Gormekila is slow and clumsy, but it is ruthlessly armored and extremely powerful. Further, its Block Earth special ability makes this a difficult battle if you are using an Earth-based weapon such as the Gaia Blade. This tends to be a longer battle than most, but not especially dangerous. The Gormekila attacks only twice a turn and rarely does more than 250 points of damage. Chip away at this armored beast and periodically use your own healing supplies to replenish your strength. It is unlikely that you will find much relief after the battle is done.

Round 5
Hellhound

The Hellhound is the first opponent you face that has a disabling special ability—Wave Smash. With this, the demonic beast can inflict moderate damage and stun Lang in preparation for a direct physical assault. When that assault does come, it is swift and relentless. The Hellhound is lightning quick and almost always attacks before Lang does. Its combat attack consists of a hail of brutal biting attacks that can inflict up to 500 points of damage in a single turn.

Try to finish this creature quickly. Risk a full round in Guard mode to activate the Full Power Defensive Skill in the Passion Necklace. Then obliterate the Hellhound in a single turn of devastating attack, using a combination of both Hyper and Normal Arts.

Round 6
Beefcake



You simply cannot afford to let this goliath take even one swing at you. In the very first round of combat, the Beefcake uses its Fighting Soul special ability—effectively doubling its STR for the next turn. This means that if you allow it to attack, the Beefcake will hammer you with a full 680 STR blow! Match the creature in the first round by activating Full Power. Then obliterate the giant with a *pair* of Hyper attacks. Kill the Beefcake in one turn, or face the brutal consequences.

Round 7
Dark Executioner

The Dark Executioner's true threat lies in its numerous special attacks. Don't let it use any of them. This is the last round before the final match, so you can't allow yourself to be weakened. Use your most powerful Origin attack and follow it with a full round of relentless swordplay. If you can destroy the Dark Executioner in the first two rounds of combat, any MP you use will be replenished at the end of combat.

Final Round
Gorva

Gorva is a formidable opponent, with a high number of HP and the ability to dish out as much as it can take. Its primary attacks are with its great pincers, hammering Lang for 400 points of damage per turn. The Gorva supplements this with its Venom attack, causing an additional 300–400 points of damage.

Use a strong combination of Hyper and Normal Arts. The idea is to inflict as much damage as possible while still maintaining a relatively large AP pool. Although extremely durable, the Gorva lasts no more than four or five turns under the edge of your blade. When it falls, the tournament is yours.

NOTE

To the victor goes the spoils—500 coins' worth.

The tournament is long and difficult, with a full eight rounds of grueling combat. But with the strength of training and determination, Lang defeats all the foes that the Arena brings against him. As Lang is being awarded his 500 coins and the championship, a dark, foreboding figure enters the Arena. This Black Swordsman dispatches the pathetic security and challenges the winner of the tournament to single combat. Accept his challenge and prepare yourself for a battle more difficult than the tournament itself.

Battle with the Black Swordsman*

The Black Swordsman is swift, lethal, and adept at turning away even your most potent blows. Further, when the Swordsman attacks, he does so with lethal ferocity, cutting into Lang with blow after razor-sharp blow. In a single turn, he often inflicts more than 450 points of damage. Finally, the Swordsman has been trained in the same Fang Arts that Lang himself has learned.

Begin the battle with an Attack Booster—you'll need full access to your Hyper Arts for this long battle. The Booster allows you to use them at half the normal AP cost. Weather the Black Swordsman's first attack, then return it in kind. Lang is just barely faster than his armor-clad opponent, allowing you to get your shots in first. With the Booster, you should be able to use your most potent Hyper Arts with lethal regularity.

When you've landed several penetrating blows, the Black Swordsman steps up the attack by using his own Hyper Arts. The Ultimate Fang attack is a finishing move that adds an additional 450 points of damage to the tail end of a barrage of sword swings. Keep your health at 1,500 minimum when the Swordsman begins using this attack type. You don't ever want to get so low that you might lose the battle. If you keep your health high, and relentlessly pound your armored enemy with high damage Hyper Arts, a hard-fought victory will be yours.

** See the Monsters section for statistics.*

The battle is perhaps the hardest you have ever fought. But with the strength and precision forged through countless battles, Lang finally staggers the Black Swordsman. When Lang's last blow falls, the Swordsman's helmet is flung from his head, revealing his true identity. Looking down from the stands, Kazan recognizes his former student, Rauss. Before more than a few words can pass between the student and master, Velna appears on the Arena floor and whisks Rauss away. With the danger over, Lang slowly leaves the Arena, into the arms of his friends and party members.

Despite his great victory, Lang cannot find his master Kazan among the well wishers. When you control Lang, return to the *Bloody Hawk,* where you find Kazan meditating on the ship's deck. When Lang joins him, Kazan explains the tragedy that befell Rauss when he attempted to use the Ultimate Fang technique. This technique, fed by insanity and not the spirit of the swordsman, ate away at the very core of Kazan's student. With a heavy heart, Kazan was forced to slay his young protégé. Only Velna's dark power and the black armor Rauss now wears allowed Kazan's former student to survive the encounter.

Kazan decides that Lang's victory has proven his worthiness as a swordsman and student. On the deck of the *Bloody Hawk*, Kazan begins to instruct young Lang on the Tenga Ryu's Ultimate Master Stroke—Sleeping Dragon. Although the technique is beyond Lang at the moment, Kazan begins a new regiment of training that will result in Lang's mastery of this deadly move. Lang acquires the essence of the move, but cannot yet execute it.

The next morning, Demetrius, the manager of Paradise Isle, delivers the party its long-awaited prize—the legendary flying dragon. With the dragon safely aboard your ship, you can fly wherever you want to go. Before heading to Ellsworth, make a side trip to Lang's hometown of Nohl.

Nohl

Head to the north side of town, where you find Monjiro. His stock has finally arrived and the peddler has many new items to sell. But more important than the new equipment is the information that he safeguards. Purchase all the equipment you need and sell any obsolete equipment. Make as many purchases and sales as you can afford. If you can buy and sell several hundred thousand Golds' worth of merchandise, Monjiro will tell you of the Secret Market near the base of Mt. Gabel.

NOTE

As much as possible, allow Lang to upgrade weapons and most importantly, armor, while camping throughout your journeys. Achieving the status of "Blacksmith" through performing these upgrades nets Lang the location of another choice shop later in the game.

Secret Market

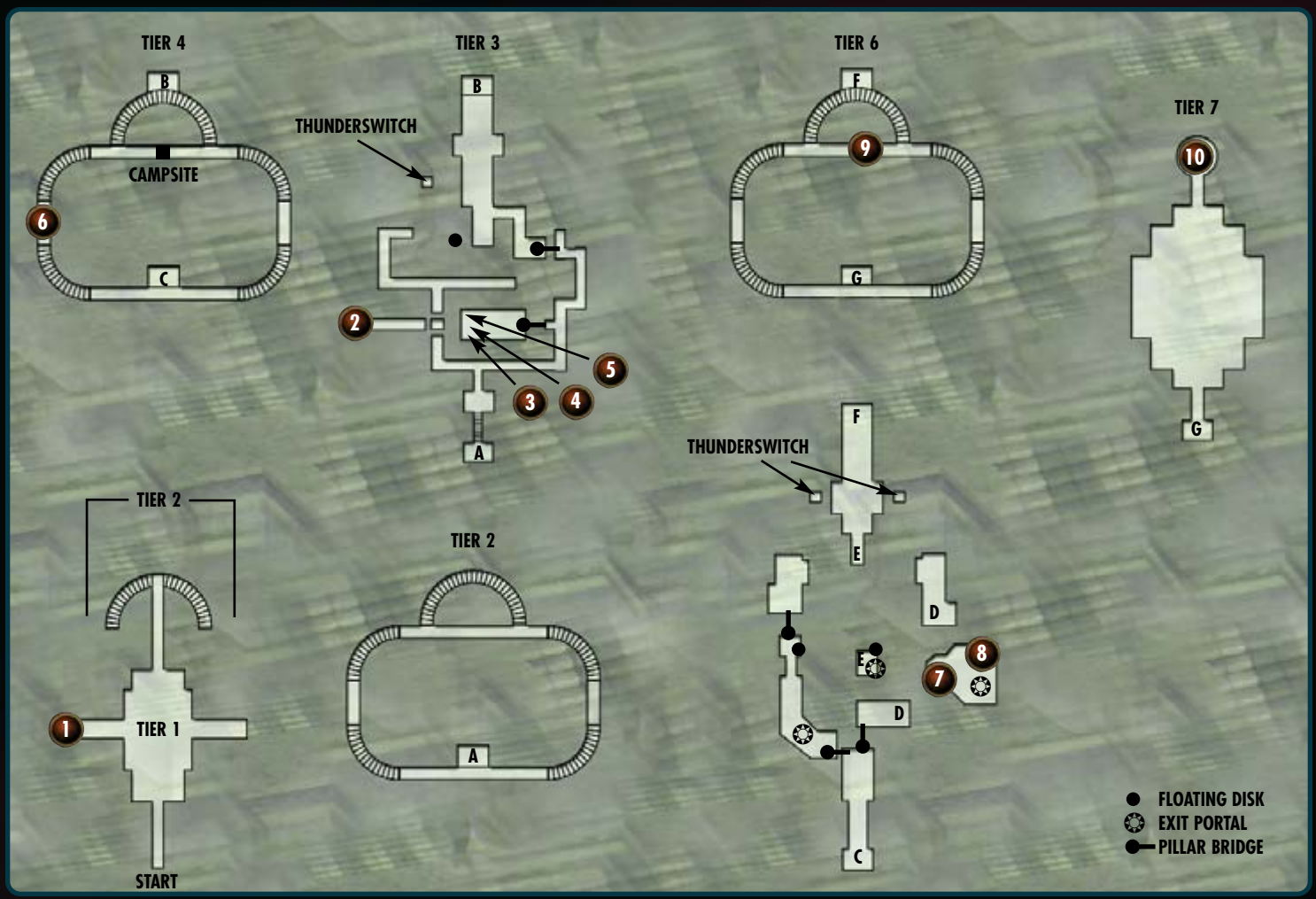
When you've done a significant amount of business with Monjiro (at least 200,000 Gold) he reveals the location of the Secret Market—a wholesale center of covert commerce known only to the peddlers. It lies just southeast of Mt. Gabel, north of Nohl.

Here you can find virtually anything you are looking for. Although expensive, the selection of equipment is spectacular: weapons, armor, accessories, medicine, and rare materials for upgrading items you already possess. As your level of experience increases, so too will the quality of the selection at the Secret Market.

TIP

Consider picking up a Power Necklace or two. The Art Attack Up skill is *tremendously* valuable once it has been developed. With it, all of your Art attacks do an additional 50 percent damage.

Wind Tower

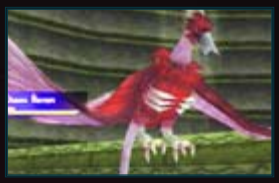


1. *Redeeming Symbol*
2. *Master Garters*
3. *Attack Booster*
4. *Camping Kit*
5. *Life Syringe*
6. *God Fist Doublet*
7. *Fruit of Mysticism*
8. *Fruit of Stamina*
9. *Resurrect Bottle*
10. *Aerolith*

Monsters: *Chaos Raven, Shadow Balloon, Hanged Hydra, Arus Auge, Iron Golem, Wikid*
Bosses: *Rauss*
Arts Learned: *Sleeping Dragon*

New Encounters*

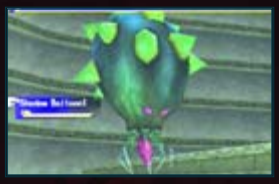
Chaos Raven



These hellish red birds are agile, amazingly powerful creatures, able to rend your characters limb from limb. Although a Chaos Raven has only four attacks, in a single turn it can inflict up to 700 points of damage. Further, Chaos Ravens possess a variety of special attacks such as the Poison Beak or the rending Claw Bites that add to the deadly one-two combination. The Chaos Raven's most powerful attack is the deadly Inferno. With it, the creature can bathe your entire party in fire, causing up to 600 points of damage apiece. The Chaos Raven's final ability allows it to convert any Wind-based attacks into additional HP.

When battling a Chaos Raven, increase your defensive posture by attacking less aggressively. This increases the chance of blocking one of the two attacks and minimizes the damage you sustain. Further, aim high—any shots targeted below midlevel will flail uselessly beneath the hovering bird.

Shadow Balloon



Shadow Balloons are enormous floating bags of air that combine weak physical attacks with a formidable array of special abilities. A favorite physical attack is its Under Earth strike. The creature drives a long barbed vine into the earth, and the razor-sharp tip rockets back up and into your unsuspecting character.

Its most dangerous attack type is well telegraphed in advance. The first stage of this attack is called Blow Up, where the Shadow Balloon inflates its body to grotesque proportions. On any subsequent turn, the Shadow Balloon can initiate the final stage of this attack—Farewell. Its bloated body swells and finally explodes in a hail of devastating shrapnel, inflicting serious damage to every party member.

To dispatch these beasts, aim high. Any swings targeted below midlevel automatically miss. Shadow Balloons are creatures of Darkness, making them especially vulnerable to Light-based attacks. Maya's Blinding Light and Ballistic Light are particularly effective in destroying them quickly.

Hanged Hydra

Don't underestimate the Hanged Hydra's Demon Blaze special ability. With it, this creature launches a series of fireball attacks from both heads—focused on one character at a time. This dangerous attack inflicts between 650 and 750 per attack, and cannot be parried or dodged. Even more deadly is the Volcano Shot. With it, a Hanged Hydra can injure or kill every member of your party with pools of red hot magma. Finally, Rotten Breath allows a Hanged Hydra to envelope your party in a haze of noxious gas, infecting everyone with venom.

** See the Monsters section for statistics.*

Arus Auge

Arus Auges are enormous floating eyes, with a deadly combination of both physical and special attacks. The Arus can hammer your party with a blinding combination of claw attacks. Further, its extraordinarily high defense allows it to dodge or block the majority of your own physical attacks. Finally, its Chain Blast special attack can inflict over 1,100 points of damage in a single turn with no possibility of blocking.

However, its most insidious special ability is also the hardest to defend against. Mesmerize allows an Arus to Bewitch one of your characters—compelling him or her to attack the rest of the party. A Bewitched character uses every attack—including Super and Hyper attacks. If one of your characters is Bewitched, *immediately* use a Bewitch Cure or suffer the deadly consequences.

Arus Auges are exceedingly vulnerable to Light-based magics. Use LightFlash scrolls or Maya's Ballistic Light attacks to eliminate these monstrosities quickly.

Iron Golem

These behemoths can take an *incredible* amount of damage, withstanding turn after turn of focused attacks. Further, with their giant metal arms, they dish out their own punishment. Stunning effects also accompany their attacks. Pound these creatures with everything you've got. Iron Golems are what Hyper and Super Arts were made for. Wind Blade in particular cuts right through an Iron Golem. However, avoid *any* Earth-based attack, to which Iron Golems are completely immune.Do your best to slay this monstrosity early. If it is allowed to live for too many turns, it may unleash its deadly Crimson Heat ability. This laser bolt from the eyes causes moderate wounds to every member of your party.

Wikid

These agile beasts can attack your party with almost unstoppable speed and power. Each swing inflicts up to 300 points of damage—and as many as six can assault a single character per turn. They usually attack first each round. Although they lack any significant special abilities save Plague, they are combat goliaths.

There is no silver bullet to defeat Wikid. They are vulnerable to Earth-based attacks, but beyond that, they are well rounded, durable, swift, and lethal.

After you visit both Nohl and the Secret Market, proceed to the Wind Tower. The flying dragon lands atop the floating isle, allowing your party access to the hallowed halls of Kabel's creation. The Wind Tower is immense, with grand platforms and sweeping stone stairways. Head north, cutting to the west to collect a Redeeming Symbol (1) from a narrow extension on the platform. Then continue northward and up a winding staircase to a higher level.

NOTE

Random enemy encounters occur only on the second, fourth, and sixth tiers.

NOTE

It doesn't matter which of the two staircases you use to ascend to the upper level. They both arrive at the same place.

CAUTION

The frequency of monster encounters increases dramatically once you reach the tower's second story.

Follow the arching pathway to its southernmost point. You find an ornate, glowing magic circle (A) that transports you to the tower's third tier. This tier is dominated by a series of narrow winding walkways and catwalks. Take the path leading east for now, following it until you come across a freestanding stone pillar. Use Lang's Origin power to smash the base of the pillar. When the pillar falls it creates a makeshift bridge to an isolated landing near the center. Climb across the fallen pillar and collect the Attack Booster (3), Camping Kit (4), and Life Syringe (5).

Collect these items, then return to the magic circle (A) to reach the third tier. Take the western path, following the walkway as it winds north. A strange floating disk hovers near the end of the walkway, but won't move in any direction. Use Sharon's Origin ability to trigger a floating Thunder Switch to the north. This opens a wind vent and allows you to reposition the disk eastward to a waiting landing. From this new landing, head north, ascending a staircase that leads to yet another magic circle.

NOTE

To activate the disk, hop aboard, move to the front or back of the disk and hit ✕.

NOTE

To return to the south side of the third tier, use a freestanding stone column to the east to create another makeshift bridge across the walkways.

Use the magic circle (B) to reach the Wind Tower's fourth tier. Go southeast, down a long flight of stairs. When you reach the walkway below, head west to discover a campsite beckoning your party to rest and replenish its strength. When you're replenished, continue west, following the series of arching stairways. Collect the God Fist Doublet (6) from a chest along the walkway. Eventually you come to yet another glowing magic circle (C), this one flanked by a smaller red magic circle. Only the larger of the two inscriptions is presently active. Head through it to reach the next tier of this monumental tower.

NOTE

The glowing red magic circles are exit portals that don't activate until you complete the final challenge at the top of the tower.

The fifth tier of the Wind Tower is dominated by a series of stonework landings, freestanding pedestals, and magic circles. Move north down the platform and use Lang's Origin power to drop a column across to an isolated landing to the north. A small glowing white magic circle (D) sits on the landing, allowing you to teleport to another landing to the northeast. A floating disk with an accompanying Thunder Switch hovers nearby.

Beside the Thunder Switch are two mirrors. Aim your shot at the mirror due west. The shot will be reflected directly into the Thunder Switch. After that's been triggered, ride the nearby floating disk to a platform set on the west side of the tower. From this platform, head north, smashing yet another freestanding pillar with Lang's Origin ability.

NOTE

Use the first floating disk to reach the far west landing, then move south to topple a column. This creates a makeshift bridge back to the southern landing.

Cross the fallen pillar to reach a landing to the north. Here you find a pair of floor switches, a floating disk, and a Thunder Switch hovering nearby. Move to the southern floor switch and trigger it. The south-eastern mirror surrounding the Thunder Switch repositions itself slightly. Target Sharon's Origin power at the repositioned mirror to bank a shot off into the Thunder Switch. Trigger this, then use the nearby floating

disk to reach a platform set into the tower's center. Use the magic circle (E) at this central platform to reach the northern landing. From here, continue up the staircase to find the magic circle (F) leading to the sixth tier of the Wind Tower.

Eastern Cache

On the far east side of the fifth tier is an isolated platform containing a pair of chests (7, 8). To access this platform, you must first have toppled all available pillars to create the necessary bridges to complete this quest. If you followed the walkthrough recommendations, you have already done this. This cache can be accessed either the first time you go through the tower, or after the final battle for the Aerolith.

Starting from the southernmost platform near magic circle (C), move north across the fallen pillar bridge to reach a northern landing containing magic circle (D). This transports you to a platform where you can access the easternmost of two Thunder Switches. This Thunder Switch activates the eastern flow of wind. Use Sharon's Origin power to deactivate the Thunder Switch and end this flow of air. Once it is deactivated, head back through magic circle (D) to reach the southernmost landing.

From the southernmost landing, head west to reach a large L-shaped platform. Follow this platform north, climbing across a fallen pillar bridge to reach the western Thunder Switch. With the eastern flow already deactivated, simply hop on the floating disk and get transported to the far eastern landing. Collect this isolated cache of items, then use the exit portal to complete this puzzle.

The sixth tier is yet another series of ascending staircases. Climb either east or west and follow the pathway until you arrive at a campsite and magic circle (G). This campsite is your last opportunity to replenish your strength before the grand series of battles that await you beyond the magic circle. Prepare your favorite dishes before proceeding through the magic circle to the north.

TIP

We recommend that you prepare Bouillabaisse when at camp. In addition to a variety of powerful upgrades, each party member receives an extra Art Block for the coming battle.

TIP

Before passing through the magic circle, read the sidebar recommendations regarding character order and equipment. Once you pass through, you have little opportunity to make any changes.

On the seventh and final tier you find Rauss, Kazan's ex-protégé. By the time your party arrives, Rauss is nearly lost in madness, driven to the edge by his frequent use of the Ultimate Fang technique. In his delirium, Rauss believes that the party has arrived to help him test his skills in battle—or give him a noble death. Battle Rauss for the last of the three sacred stones—the Aerolith.

Battle with Rauss*

This is undoubtedly the most difficult battle Lang has faced. The key to victory is proper preparation. Use Lang, Sharon, and Maya. Sharon's lightning-quick reflexes are an invaluable asset, and Maya's ability to restore your party and direct Light-based attacks at Rauss is tremendously helpful.

If possible, outfit Lang with the Holy Rhodis. It can be made from either the Gaia Blade (acquired after the Golden Giant Quest) or from the Sixteenth Night (available at Paradise Isle). The Holy Rhodis adds Light to Lang's assault, dramatically increasing the effectiveness of his attacks.

Finally, consider your accessories. Outfit both Lang and Sharon with Power Necklaces. These can be purchased at the Secret Market. Make sure that the Art Attack Up Offensive Skill has been developed in both necklaces. This increases the damage of Art attacks by a whopping 50 percent! The last accessory you should consider outfitting is the Passion Necklace (found in the Kabel Ruins). Give this to Lang to provide him with the Full Power Defensive Skill.

Rauss himself is tremendously powerful, with an amazingly high defense as well as the ability to inflict up to 2,000 points of damage in a single turn of normal attacks. Add the power of his Ultimate Fang and Assault Fang techniques, and these damage totals can easily exceed 5,000—more than any single character can withstand. Expect to see your comrades fall in combat. Simply revive them the following turn. Rauss' only significant weakness is his relatively poor area-effect attack of Destruction, which inflicts a meager 500-600 points of damage per strike. This means that you should be able to keep at least one character alive during any given turn.

** See the Monsters section for statistics.*

Battle with Rauss cont.*

Put Lang into Guard mode at the beginning of combat. This activates his Full Power and helps protect him from Rauss' deadly assaults. When Full Power has been initiated, unleash Lang's power in a long series. Use Maya to hammer Rauss with Blind Fury and Ballistic Light to exploit his vulnerability to Light-based magics. In the early stages of combat, Sharon plays the role of warrior, slowly wearing away at Rauss with her potent combos and Origin attacks. Later, as characters begin to fall, use Sharon's extraordinary agility to render aid to injured comrades before Rauss has a chance to respond.

After Rauss has been reduced to half his HP, he attacks using his Ultimate Fang technique. This forbidden attack draws on the strength of Rauss' insanity to power it, pushing his mind farther into the dark abyss. Only after Rauss has completely lost his mind and become possessed by his madness does Lang gain access to the ultimate sword move—Sleeping Dragon. Use this attack against Rauss as soon as you can. This first use does no actual damage, but restores all of Lang's AP and allows for future use of the technique.

** See the Monsters section for statistics.*

Once Lang has access to the Sleeping Dragon technique, put him in Guard mode to activate Full Power. The following turn, attack Rauss with this ultimate sword technique followed by as many Hyper and Super Arts as you have the AP to initiate. This one attack, if properly executed, causes more than 120,000 points of damage—more than enough to finish Rauss for good. If by some miracle Rauss is still standing, follow up with an attack from Maya and Sharon to ensure victory.

After a long and bloody battle, Rauss is finally defeated by the Sleeping Dragon sword technique Lang learned from Kazan. As the party gathers around Rauss' broken body, Kazan and his former student share poignant last words before Rauss slips into oblivion. With the battle won, collect the Aerolith as your well-earned prize. When the Aerolith is finally in your possession, use the glowing red exit portal to the south to leave the Wind Tower for good.

The Final Battle

Moments after you collect the Aerolith, the Wind Tower begins to quake, rocking with some unseen power. Off in the distance, a bar of light splits the sky, indicating the beginning of the end of the world. The light comes from Demiurge Tower, located on an island to the north. The party has little time before Avalon's vile plan is realized. But before you continue toward this final battle, there are preparations to be made.

Nohl

First travel to Lang's hometown of Nohl. Monjiro, the merchant who told you of the Secret Market, has another secret to share. Make a few purchases and sales of armor with Monjiro to learn the location of the Ultimate Armor Shop. This little shop crafts some of the best armor in all the land—for the right price. Complete your business with Monjiro, then head to this secret shop.

NOTE

Monjiro tells Lang about the Ultimate Armor Shop only if he has achieved the nickname "Blacksmith." To receive this nickname, upgrade your own armor in camp as many times as possible.

Ultimate Armor Shop

The Ultimate Armor Shop is on a small island to the west, just north of the Volcanic Isle of Drokonia. This quiet little shop holds some of the most stalwart and well-built armor in all the land. Here you can buy the "Ultimate Armor," if you have the 150,000 necessary to purchase it. Just to the left of the armorer is a man selling the rare and valuable Heaven's Secret—for a whopping 1,000,000.

Side Trip

A side trip to Yuno can net you a new recipe. Go to the grain mill near the town entrance. Here you find a kindly old miller woman watching over the building. Speak with her to learn Tempura Noodles.

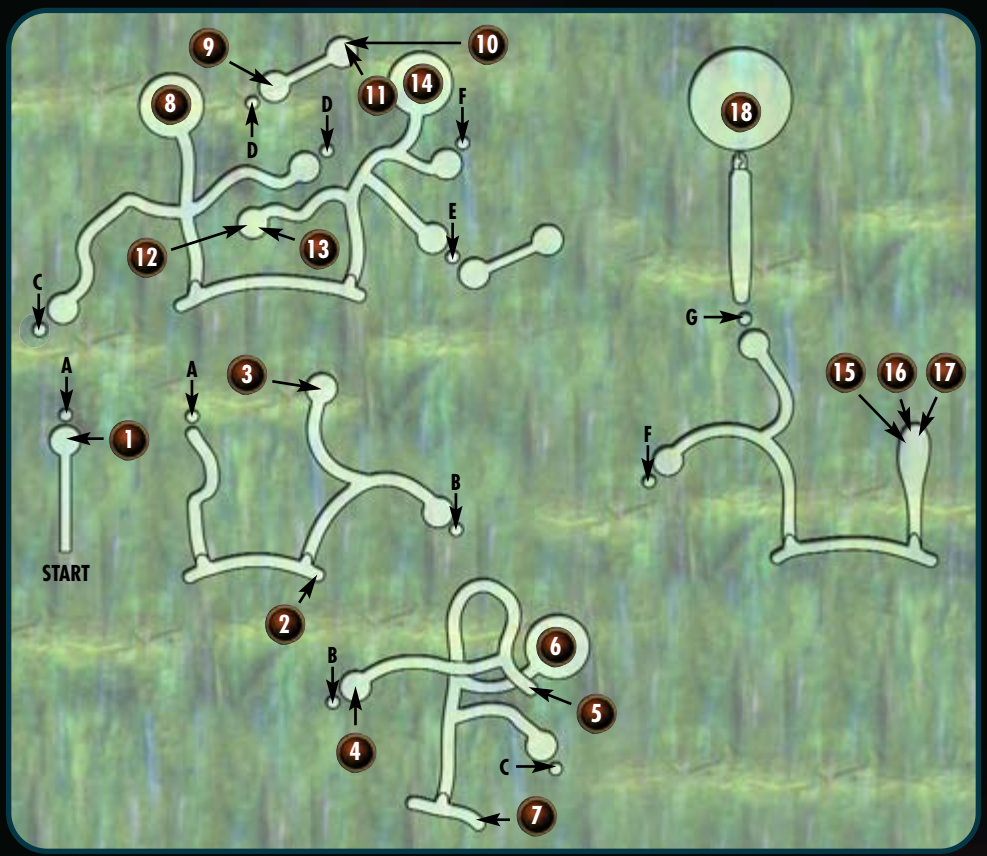
Tempura Noodles

Materials: *Shrimp, Southern Noodles, Soup Broth Set*
Materials Cost: *230*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Up (10%)*
Prepared By: *Lang*
This dish has a reasonable amount of beneficial effects for the money. However, there are dishes with far greater benefit for about the same price.

Monjiro has one last secret to share. After you collect the Aerolith, but before you go to the Demiurge Tower, head to Nohl. If Lang has been blacksmithing his own weapons and armor in camp, and has upgraded 30 pieces of equipment, Monjiro tells Lang where to find the Supreme Weapons Shop. This shop has the finest weapons and accessories—for a premium price.

Obtain the Aerolith and you can receive the Star Seal Panda from the pirate Dupon. In Sharon's room, speak to Ohm the parrot and he will sing. Listen until he finishes the song, then you will be able to go to Gordinar Island—a free treasure cache for Sharon.

Demiurge Tower



1. *Velna, Vestra, Spell of Darkness*
2. *Ngida King Stone*
3. *Heaven's Secret*
4. *Campsite*
5. *Ultimate Miracle*
6. *Wicked Crystal (Dark), Divine BlueIce Gem*
7. *Cle Meteorite Iron*
8. *Wicked Crystal (Earth), Divine Scarlet Gem*
9. *Campsite*
10. *Earth's Teachings*
11. *Heaven's Gate*
12. *Fruit of Vigor*
13. *Heaven's Secret*
14. *Wicked Crystal (Light), Divine Gem of Dawn*
15. *Sand Dragon's Eye*
16. *Bekian Stone*
17. *Source Forge*
18. *Source Forge*

Monsters: *Lazur Ma Rah, Nether Beast, Shade Flare, Revisor, Azul Velra, Terrak, Lyps King, Azul Goth, Grotesk, Demon Carrier*
Bosses: *Velna, Vestra, Wicked Crystal (Dark), Wicked Crystal (Earth), Wicked Crystal (Light)*
Arts Learned: *Nether Gate, Power Blade*

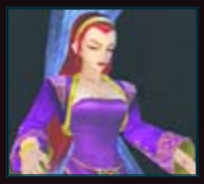
Descend into the glimmering caldera that is Demiurge Tower. At the base of this tower is the Source Forge, wailing in agony as the very fabric of creation is being ripped asunder. Continue down the winding path and pass into a cavern set into the cave wall. Cautiously progress forward where your party encounters Velna, the right hand of Avalon. You have defeated all of her champions and guardians, and she herself now stands against you. To add to the threat, she brings to bear the power of her Origin—Vestra.

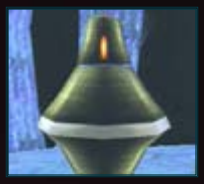
TIP

Make sure your party is fully rested and fully charged for the battle that lies ahead. Please read the sidebar information about party order and preparations for this upcoming battle before proceeding into the cavern.

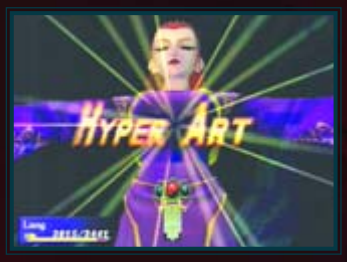
Battle with Velna*

Velna and Vestra





You face Velna and her spatial Origin Vestra. This battle seems to be two on three, but is nothing more than an Origin-only slug fest. Use Lang, Maya, and either Sharon or Kazan to round out your team. Maya offers much-needed healing support, as well as the protection of her Gospel Origin power. Sharon or Kazan brings a second Origin for this brutal Origin versus Origin fight to the death. Kazan's Origin powers are considerably less expensive to use, but Sharon is far more durable with almost 800 more HP.



Velna is a formidable opponent. She has the same magical ability as Maya plus a variety of dark and deadly Hyper Arts. Striking End inflicts massive damage and causes sudden death. Final Wedge does more direct damage, but lacks Striking End's devastating side effects. Velna's final powers are defensive—she is completely immune to damage caused by Origin powers.

Vestra is the true danger in this combat. The Origin is utterly immune to any direct physical assault, no matter how powerful the Art attack. Further, with the Acolyte's Fist attack, Vestra inflicts up to 2,100 points of damage per strike. Vestra's final ability is its most devastating—resurrecting Velna no matter how many times she is slain.

Open this combat with an all-out assault on Vestra, ignoring Velna. The most effective assault from Lang's Origin Galea is his Flaming Fist attack. This strike does at least 10,000 points of damage to Vestra each time. Add to this the power of either Sharon's or Kazan's Origin, while leaving Maya to use Maiden's Heart. This item doubles the amount of restoration in the battle—essential with the amount of damage you will be taking. Continue this into the following turn, with Maya casting Gospel on the entire party through her Origin Rivas.

Both Velna and Vestra hammer your party, frequently ganging up on one character and brutally pummeling him or her. This is extremely difficult to counter and often results in the death of the party member targeted. Simply resurrect the fallen character through an item or with Maya's Origin powers. Velna and Vestra lack a significant group damage attack, so there is always someone to raise those fallen in battle.

Continue to hammer Vestra with repeated rounds of relentless Origin attacks. Have Maya play clean up, replenishing MP and HP as they are depleted by these deadly foes. When at last Vestra collapses, it takes Velna with it.

Nether Gate

When Velna and Vestra fall, they leave behind the Spell of Dark. This tome grants Maya access to a deadly new power—Nether Gate.

Combination: ↓, ↑, ←, →, ↓, ↓
AP Cost: *60*
Nether Gate draws the vile, bitter spirits of the underworld together for one devastating strike. This swirling mass of darkness focuses on its hapless target, causing incredible wounds and severe injury.

** See the Monsters section for statistics.*

New Encounters*

Lazur Ma Rah

Lazur Ma Rah come in three different types, which can be distinguished by the color of their robes.

Purple: Thunder
Red: Fire
Blue: Water

Lazur Ma Rah are viciously powerful spirits that wander the halls of the Demiurge Tower. They have both potent direct attack strength, capable of inflicting 600–900 points of damage per strike. The true danger of these creatures comes from their incredible array of special abilities. Dark Roar is a favorite of the Lazur Ma Rah, as it hammers your entire party with an explosion of arcane energies. Dark Hymn, while much less commonly used, can severely injure your entire party while inflicting them with Spellbind.

Lazur Ma Rah also have unusual resistances to your attacks. Any damage caused by Origin attacks is automatically halved. Further, Lazur Ma Rah come in three types—Fire Red, Thunder Purple, and Water Blue. Unless you recognize each type, this reduces the effectiveness of the attribute type in your attack. Carefully match your attack to a Lazur Ma Rah's particular type. Finally, try to attack with high-damage, low-move combos. Lazur Ma Rah wield massive double-bladed staves.

Nether Beast

The Nether Beast offers a devious combination of powerful bite attacks and potent special abilities. When this creature is not rending your characters with its razor-sharp teeth, it unleashes a disabling special ability—Wave Smash. With this, the demonic beast inflicts moderate damage and stuns your party in preparation for another direct physical assault. When that assault comes, it is swift and relentless. The Nether Beast is lightning quick, attacking before anyone except Sharon.

Shade Flare

These utterly tiny creatures may not present much of a threat in hand-to-hand combat, but they are an absolute *terror* when using their special abilities. Fate's Choice is a grab bag of possible outcomes. Most are only annoying, such as restricting a character to only Art attacks. Others are down right deadly. Petrify allows the Shade Flare to temporarily turn your characters to stone. A Shade Flare Petrifies party members by hitting them with the razor-sharp spines of its spinning body.

Eliminate Shade Flares quickly—consider them your first priority. Aim only high or level to increase your chances of connecting with the tiny Shade Flare. Any shots aimed low will probably miss.

** See the Monsters section for statistics.*

Revisor

The Revisor is little more than a combat monster with only one significant special attack. Crag Buster is a relatively weak group-effect attack that typically inflicts between 300–400 points of damage to every character. What it lacks in magical capabilities, it makes up for in lightning speed and razor-sharp claws. The beast attacks with such power that there is a small chance with each blow that the targeted character will be killed instantly.

Revisors are vulnerable to Light-based magics. Assault these beasts with Maya's Ballistic Light or Blind Fury. Weapons that include an aspect of Light in their attack are also especially effective.

Azul Velra

Azul Velra are enormous eyes set upon four powerful legs, with a deadly combination of both physical and special attacks. The Azul can hammer your party with a blinding combination of claw attacks. Further, its extraordinarily high defense allows it to dodge or block most of your physical attacks. Finally, its Chain Blast special attack inflicts more than 1,100 points of damage in a single turn with no possibility of blocking.

However, its most insidious special ability is also the hardest to defend against. Mesmerize allows an Azul to Bewitch a character, making him or her attack the rest of the party. A Bewitched character uses every attack, including Super and Hyper attacks. If one of your characters is Bewitched, *immediately* use a Bewitch Cure or suffer the deadly consequences.

Azul Velra are exceedingly vulnerable to Light-based magics. Use LightFlash scrolls or Maya's Ballistic Light attacks to quickly eliminate these monstrosities.

Terrak

These hulking behemoths shrug off blows that would easily drop other creatures. Additionally, Terraks pack an impressive wallop with their massive horns and thick armored plating. The final weapon in the Terrak's arsenal is Dark Flare—a focused special attack that inflicts well over 1,200 points of damage on a single character.

Luckily, their large size prevents them from moving quickly, allowing you to strike early and often. Focus your attacks low, emphasizing techniques such as Demon Thrust and Hawk Stroke. These attack types dramatically increase the chances of stunning a Terrak, thus sparing yourself the punishment it can inflict.

Grotesk

Physically, Grotesks are rather weak, but they make up for this deficit with a wide array of potent special abilities. Chaos Breath prevents use of any Origin power, while Death Game is a bizarre card toss, with multiple outcomes. You must pick one of four cards and suffer the gruesome result. Some cards

New Encounters cont.*

inflict damage on your party, others enhance the Grotesk itself.

Their primary weaknesses are their slowness and lack of durability. Grotesks usually attack last, giving you enough time to destroy them before they have a chance to bring their magics to bear.

Azul Goth

The Azul Goth look much more like a boss than some random monster wandering the winding passages of the Demiurge Tower. This hulking goliath is a physical powerhouse, able to absorb an *obscene* amount of damage and dish out almost as much. With its devastating Bratarios attack, it inflicts 300–400 per strike. However, this attack technique also brings with it the possibility of a Critical Strike, which reduces the target character to 1 HP. This is often followed up with the Zephyr attack. A powerful beam of energy is projected at a party member for up to 900 points of damage. Its final special attack is Dialotos—a group-effect attack that scorches your entire party with a focused, burning light.

Few creatures warrant your most potent Hyper attacks—but this is one of them. Use Variable Arts and high-end Hyper Arts against these behemoths. Burn through AP to destroy this creature early—before it has the opportunity to do the same to you.

Demon Carrier

Demon Carriers are enormous floating bags of air that combine potent physical attacks with a formidable array of special abilities. Its favorite physical attack is the Under Earth strike. The creature drives a long barbed vine into the earth, and the razor-sharp tip rockets back up from the ground and into your unsuspecting character.

Its most dangerous attack type is well telegraphed in advance. The first stage of this attack is called Blow Up, where the Demon Carrier inflates its body to grotesque proportions. The next turn, or any subsequent turn after, the Demon Carrier can initiate the final stage of this attack—Farewell. Once initiated, the Carrier's bloated body swells and finally explodes in a hail of devastating shrapnel, inflicting serious damage to every party member. To dispatch these beasts, aim high. Any swings targeted below midlevel will automatically miss. Demon Carriers are creatures of Darkness, making them especially vulnerable to Light-based attacks. Maya's Blinding Light and Ballistic Light are particularly effective in quickly destroying them.

Valnoah

The Valnoah is the most deadly creature you encounter in the Demiurge Tower, save Avalon himself. These serpent-like monstrosities are virtually indestructible, absorbing turn after turn of your most punishing combos. They are capable of inflicting as much damage as they can take. Utilizing their Zobeld ability, a Valnoah can inflict over 2,200 points of damage in one strike. Zelpheed reduces the damage by half but stuns the victim. The most potent of Valnoah's arsenal is the Zavkack attack, a Thunder-based assault that saps roughly 50 percent of every character's HP (adjusted for specific protection).

Hammer these beasts with Earth-based attacks, taking advantage of their *only* weakness. Keep a careful watch on your party's health during these battles. The Valnoah can take you from full strength to smoldering corpses in less than three turns.

** See the Monsters section for statistics.*

The battle is brutal and seems hopeless at times, but the characters prevail through their Origin powers. When Velna's fragile form dissipates, move north and into the Demiurge Tower. At the end of a short passage, find a circular stone platform (A) that lowers you into the tower's bowels. From this lower level, head south until you reach the great open shaft of the tower. Wind along the shaft wall, heading east.

At the end of the arching path sits a chest (2). Collect the Ndiga King Stone inside, then head through the cave in the cliff face. Slowly wind north to where the path ends in a sheer cliff wall. Use the handhold in the wall to ascend to a higher walkway splitting southeast and northwest. Take the northwest passage briefly to collect a most valuable prize—Heaven's Secret (3). Then backtrack, taking the southwest passage. At the end of this pathway, find another stone platform (B) that you can use to descend farther into the Demiurge Tower.

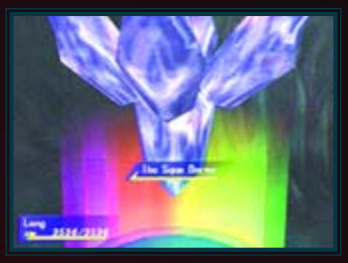
When the stone platform finishes its descent, you find a campsite (4). Replenish your party before continuing down the path. When this path splits east and northwest, take the eastern path. Here you find a powerful elixir—Ultimate Blessing. Grab the potion, retrace your path, and take the northwestern passage. Follow this narrow pathway south.

A small side passage heading east soon splits off from the main southbound path. Follow the eastern way as it meanders into a cliff-face cavern. Here you find a large spinning crystal (6) suspended over a maw of spiny teeth. However, when you approach the crystal, its glimmering surface splits wide open, unfolding into a deadly creature known as the Wicked Crystal. Battle this creature to win the Divine Bluelce Gem.

TIP

Prepare yourself for the upcoming battle by healing all damage and replenishing your MP supply. Suit up with Light-based weapons and Light or Dark guarding armor before heading inside.

Wicked Crystal (Dark)*



The Wicked Crystal is an ancient creature that channels magical energies exactly as the Kabel did many centuries ago. In addition to its normal magical attacks, the Wicked Crystal uses Super and Hyper Arts as well. These Arts are exclusively Light- and Dark-based attacks.

No special preparation is needed for this battle—it is not particularly difficult. Use Maya or restorative items to keep your party's health high as you whittle the creature down to size. Demiurge Tower holds three different Wicked Crystals—one Dark, one Earth, and one of Light. Target each with elements opposite its own. This first Wicked Crystal is crafted from the Dark elements. Hammer it with Ballistic Light, the Holy Rhodis, or any other Light-based attack you can muster for enhanced damage.

** See the Monsters section for statistics.*

Collect the Ice Gem, return to the main southbound pathway, and follow it for a few steps. You almost *immediately* come to another side passage to the east. Follow this second eastern path to a descending stone platform (C). At the lower level, follow the narrow winding passage northeast. Eventually, the party comes to a four-way split.

For now, take the northern path into a narrow cavern. As the cavern opens into a larger chamber, the party finds another glimmering crystal (8) set atop a maw of spiny teeth. Prepare for battle, then approach the crystal to engage the Wicked Crystal of Earth. This battle is fierce, but brief. When the Wicked Crystal falls, collect the Divine Scarlet Gem it dropped and return to the four-way intersection.

Wicked Crystal (Earth)*

This Wicked Crystal is functionally identical to the previous one you battled, but this incarnation uses the aspect of Earth. As most latter-stage armor protects your party from Dark or Light attacks, most characters will be particularly vulnerable. Expect to see single round damage totals in excess of 2,000 points as the Wicked Crystal exploits this vulnerability. However, use the Passion Necklace you've equipped Lang with to active the Full Power Defensive Skill. The following round, hammer the Wicked Crystal with everything you have. This one round of assault should take it down.

** See the Monsters section for statistics.*

At the four-way intersection, head east. This leads you to another stone platform (D) that lowers the party to an isolated passage. At the base of this new passage is a campsite (9). Replenish your strength and do a little cooking. On the east end of this passage sits a pair of chests—one containing Earth's Teachings (10) and the other the charm Heaven's Gate (11). When you've collected these prizes, backtrack to the four-way intersection.

Power Blade

The Earth's Teaching Scroll allows Ayne to learn the Hyper Art Power Blade.

Combination: ↓, →, ↓
AP Cost: *30*
This attack is defined by a pair of powerful chops, one immediately followed by the other. Great gouts of light burst from the target as the second blow shatters their fragile bodies.

At the four-way intersection, head south. This path spills back into the Demiurge Tower's main air shaft. Follow the passage as it winds along the main shaft wall, eventually connecting with another cavern. Head north through the cavern where you find a second four-way intersection. At the end of the western passage sit a pair of chests containing a Fruit of Vigor (12) and Heaven's Secret (13). The eastern passage holds nothing of value. Instead, continue north until the path splits north and east. Use the northern passage, heading into a dark cliff-face cavern.

Inside the cavern is the third and final Wicked Crystal (14), lying dormant on the north side of the room. Battle this final guardian for the Divine Gem of Dawn. Gather the Gem and head south to return to the split in the paths. This time, take the eastern way to discover a descending stone platform (F).

Wicked Crystal (Light)*

This battle is far simpler than the battle against the Earth-based Wicked Crystal. From the battle's beginning, hammer this crystalline monstrosity with your best Variable Art attacks, and place Lang in Guard mode. If by some miracle the Crystal survives, follow up the next turn with a Full-Power-enhanced tantrum of Lang's most potent Art attacks. The Wicked Crystal has no chance against such awesome fury.

** See the Monsters section for statistics.*

The stone platform lowers the party deep into Demiurge Tower. Follow the path east until you arrive at a split in the passage. Go up the northern split until the path ends with a descending stone platform (G). This platform takes you to the bottom level of the Demiurge Tower—and very near the Source Forge itself. Rest at the nearby campsite (18) before completing your journey northward.

Note

Down the eastern passage lies a trio of chests (15, 16, 17) containing valuable raw materials. To reach the central chests, use Lang to destroy a large rock and Ayne to open the chest from the side.

At the end of the passage you find an enormous stone door, with three shallow indentations in the center. One by one, place the Divine Gems into the indentations. Then pass through the door to confront Avalon and attempt to restore the Source Forge.

Avalon waits beyond the great stone door, overseeing the last moments of life for the old world and the moment of creation for his new vision. As the party intervenes, a short but ultimately pointless conversation ensues. Avalon, in his delusions, considers humanity a plague. Through the creation of the new world, he will obliterate the old. After you spend several minutes trying to persuade him to abandon his apocalyptic quest, Avalon attacks.

Preparation for the Battle

Characters

The key to success in this final battle is proper preparation. Fight this battle with Lang, Maya, and Sharon. Maya's numerous restorative abilities and her Gospel upgrade powers are essential for the coming battles. Sharon offers excellent balance of HP, speed, and the ability to inflict damage. Her only significant drawback is the high price of her Origin abilities. But considering that you will be using the most powerful restorative items and upgrades to replenish your party during this battle, this is a comparatively minor weakness.

Equipment

Upgrade your weapons and equipment as far as the situation allows. Avalon attacks with no particular element, so go for armor with the highest defensive bonus, and weapons with the highest offensive rating instead of those that include elemental attributes. Outfit both Sharon and Lang with Power Necklaces. This item grants them access to the Art Attack Up Offensive Skill, and adds 50 percent to all damage inflicted when using Art attacks. Equip Lang with the Passion Necklace, and its amazingly potent Full Power Defensive Skill. Provide Maya with accessories that accentuate her defensive ability and lower her MP cost. She accesses her Origin most frequently.

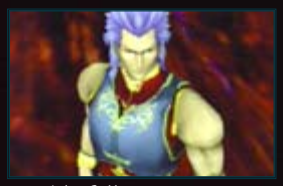
Items

Have a large selection of restorative items, including Magic Bottles, Golden Baromes, and various Miracle Elixirs. Bring enhancing charms such as Attack Booster, Guard Oil, and Maiden's Hearts. Stock up on more than you think necessary—Avalon can dispel the effects of such boosters, so they may need to be applied more than once. Also include at least five doses of Petrify Cure, as Avalon frequently turns your characters to stone. This is the final battle, so spare no expense and don't worry about running out of these items.

The last and perhaps most important item to bring is the Point Card. If you've followed our recommendations, you've never used this potent weapon. Through your purchases and sales, you've likely accumulated more than 99,999 points on the card. When used, this card inflicts 99,999 points of damage—a tremendous blow in the coming battle.

First Battle with Avalon*

Mortal Avalon



This first battle is comparatively simple. Avalon, while formidable, is mortal and can be dispatched easily. The only real challenge is keeping your health, AP, and MP high enough for the true challenges that inevitably follow.

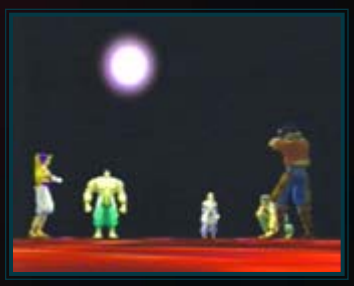
Put Lang into Guard mode at the beginning of the round to activate the Passion Necklace's Full Power Defensive Skill. While he prepares for his assault, hammer away at Avalon with both Maya and Sharon. *Do not* use Variable Arts, excessive Hyper Attacks, or any Origin attacks in this first round of combat. At the most, use Maya to restore injured party members. The goal is to weaken Avalon without depleting your AP and MP reserves. The following turn when Lang's attack has been enhanced, slam Avalon with Sleeping Dragon, followed by a variety of Normal Arts to help offset the cost of this ability.

Avalon, though mortal, is not without his own attacks. His most common assault is Elzebreault—a Hyper Art in which Avalon hammers one character (usually Lang) with a trio of deadly body slams, followed by throwing him high into the air on a searing beam of light. It typically causes 400–1,000 points of damage per use. Lavernak is another dangerous ability that is difficult to counter. Avalon can use it to Petrify any single character. Petrify Guard helps but is no guarantee against this ability.

If you open with Lang preparing Full Power and follow up with a massive Sky Fang-led series of attacks, Avalon should be severely weakened, if not slain outright. If he's still standing at the end of the second round, follow up with an all-out assault from Lang, Maya, and Sharon—again being careful not to burn through AP or MP. The battle should be fierce, but short.

** See the Monsters section for statistics.*

The first battle is easily won, with Avalon's broken body being thrown back against the Source Forge. Just when victory looks assured, sparkling light surrounds the silver-haired mystic, reviving and resurrecting him. Through the Power of Creation stolen from the Source Forge, Avalon repeatedly recreates his own body. The newly reborn Avalon is far more powerful than the incarnation your party just defeated. With a surge of primal energy, Avalon demonstrates the futility of opposing his plan by casting the party to the floor.



Despite the overwhelming odds, Lang stands against Avalon, swearing to continue the fight with his dying breath. With Lang's bold declaration, the Sacred Stones rise above the party, unifying into one brilliant glowing point. The melded stones carry the will of life, the power and hope of every living thing in this world. Using this immense power, the Sacred Stones counter Avalon's Power of Creation—preventing Avalon from rising again if defeated.

Second Battle with Avalon*

Resurrected Avalon

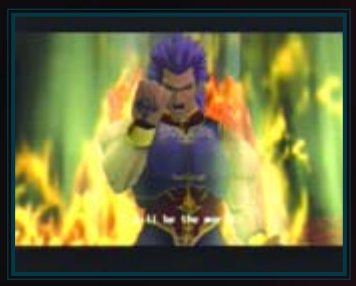
Now the battle truly begins. Open by upgrading your party's abilities: Gospel from Maya, Guard mode and Full Power from Lang, and an Attack Booster from Sharon for Lang. You will sustain serious injury in this first round of unanswered attack, but the upgrades serve you well in this battle. In the following turn, use Maya to replenish the party, while Lang and Sharon join their forces for a Variable Art attack. With Lang's full turn of enhancement via Full Power, this attack should inflict more than 120,000 points of damage.

After this opening move, use Lang and Sharon as your primary attack team, each pummeling Avalon with powerful Art attacks. Have Maya replenish the party and heal any Abnormal Statuses that Avalon might cause. If you have any Invincibility Pills or Transparency Pills, use them now. They are most effective now while Avalon cannot dispel them. However, do *not* use the Point Card yet.

Avalon's attacks have not changed much from his mortal to resurrected form. Although he can severely injure individual characters, he inflicts only moderate injury to the party as a whole. With Maya playing nursemaid and Sharon and Lang engaging Avalon in hand-to-hand combat, this battle should be a slow, but rather straightforward victory.

** See the Monsters section for statistics.*

The party members battle Avalon with all their skill, strength, and cunning. Though the battle is hard-fought, Avalon is defeated a second time, ruining the silver-haired mystic's human body. Incredulous that mere mortals could defeat him, Avalon sheds his coils of flesh and merges with the Supreme Origin. This unholy union creates something as unique as it is horrific—the Infinite One.

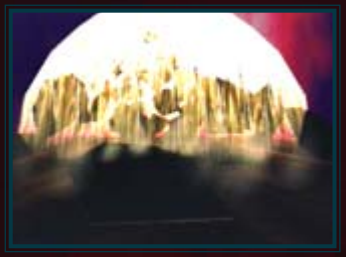


Battle with the Infinite One*

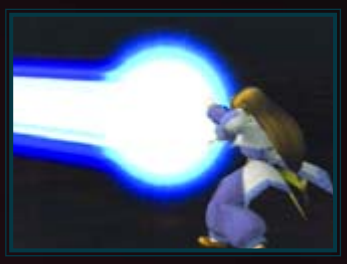
This ultimate creation of hate and power is a *nearly* invincible foe. To begin with, the Infinite One is extraordinarily resistant to attack. All Normal and Special damage is automatically cut in half. Offensively, this unholy creation has the most potent array of special abilities you have seen.

Destruction Fist is an unstoppable attack that reduces the target character to only 1 HP. It is the Infinite One's most frequently used attack. Worse Nightmare is similar to Lavernak in that it can Petrify any of your characters. Petrify Guard is useless against this ability. Lightning Purge bathes your entire party in searing bars of electric energy, causing 400–1,600 points of damage to each character.

The Infinite One's ultimate attack is Appearance Time—the Origin equivalent of a thermonuclear bomb. It causes 1,200–3,000 points of damage per use, but rarely if ever kills a fully healthy character. To counter your party's use of any enhancing items or Origin powers, the Infinite One frequently uses Oblivion Light. This erases the effects of Gospel, Invincibility Pills, and enhancing oils or charms of any kind.



** See the Monsters section for statistics.*



Begin this battle by using the Point Card. Its effects will be halved by the Infinite One's defenses, but the 50,000 points of damage go a long way toward victory. Follow up with Variable Arts, Hyper Arts, scrolls, Origin attacks—anything and everything you've got. There is no quick and easy way to win this long and painful final battle.

Use Lang and Sharon as your primary offensive weapons, while Maya replenishes and restores your party. Use Golden Baromes, Ultimate Blessings, and your most expensive and effective restorative items in this battle. Individual characters are frequently killed—revive them immediately. Whenever possible, use Gospel to enhance Sharon and Lang's combat abilities as they relentlessly throw themselves against the Infinite One. Expect this battle to last at least a dozen turns. If you are brutal and unrelenting in your attack with Lang and Sharon, while prudently healing and restoring your party with Maya, eventually the Infinite One will fall.

The Infinite One may seem invincible, but with relentless determination, this behemoth collapses under Lang's assault. Avalon returns to human form, in utter disbelief that his plans have been thwarted and his power overcome. Follow up with only one turn of brutal combinations from any character to silence Golden Eyes for good. With Avalon defeated, move on to the Source Forge itself to reverse the damage that he's done.

Arena

On the Paradise Isle of Phorchoon, Lang and various party members can compete for cash and prizes on the Arena Floor. The various types of competitions have different rules and levels of participation. However, one thing they all hold in common—brutal battles and reward money paid in Phorchoon coins.

Championship Tournament

Number of Rounds: *8*
Winnings: *500 Coins, Flying Dragon*

> **NOTE** You cannot enter the Championship Tournament until you discover the need for a flying dragon to reach the Wind Tower.

Competition is based on a one-on-one battle. There is only one rule: Winners proceed to the next round. If you choose to forfeit during a battle or if you are defeated in a contest, you will not obtain any prize money. Winners receive a handsome cash prize and valuable items that can be found only in Phorchoon.

You eventually *must* fight this battle to win the flying dragon that transports the party to the Wind Tower. The stats and encounters of the Championship Tournament battle fought for the dragon are outlined in detail in the "Quest for the Aerolith" section. However, once you've claimed your prize in your first competition, Lang can return to battle the brother of the Mighty Balkan and Raynof—Vixon the Great. Compete a third and fourth time, and you'll likely have a chance to compete against the likes of Stiel and Bubba.

> **NOTE** If Lang is victorious in a second round of the Champion Tournament, his image is displayed in the Arena Floor lobby. Additionally, he receives Izumo Bronze, Zuvel Fur, and Rosanna's Cloak.

Championship Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Beefcake	30,289	222	51	Giant	Earth	340	85	298	500	5,260	120	120	2	Fighting Spirit (Doubles STR)
Bubba	100,000	320	66	Human	Fire	420	197	320	500	9,999	230	230	5	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Danger Zone	13,962	188	44	Plant	Water	270	479	204	460	5,774	120	130	1	Poison Dust (MP Theft)
Dark Executioner	25,000	163	61	Spirit	Dark	300	129	360	380	5,984	165	165	8	Chaos Breath (No MP Moves), Death Game, Spellbind, Cause Fear
Dark Jackal	16,009	96	29	Beast	Wind	160	141	160	108	4,975	166	164	4	Terror Howl (Fear)
Gormekila	12,000	141	61	Chitin	Earth	282	241	372	380	5,804	288	304	2	Block Earth
Gorva	50,000	80	35	Chitin	Earth	330	297	180	355	9,679	200	200	4	Venom
Hellhound	22,500	170	61	Demon	Fire	200	385	308	420	5,798	199	199	8	Wave Smash (Stun), Gust Howling (Enhanced Damage)
Stiel	260,000	384	10	Human	Void	280	690	319	440	9,999	50	50	5	Hyper Arts (Cause Death, Fear, Stun)
Vixon the Great	55,000	999	60	Human	Light	450	152	286	560	9,999	300	300	2	Blessed Blast
Wasteland Outlaw	14,005	147	29	Human	Earth	159	144	139	134	5,839	195	68	8	Ow! (Enhanced Damage)

Gambling Arena

Number of Rounds: *8*
Winnings: *800 Coins, Leaf of Sagacity, Leaf of Defiance, Leaf of Mentality*

Round 1: Bakinator
Round 2: Gnasher
Round 3: Doplin Warrior
Round 4: Spicy Pudding
Round 5: Dino Rex
Round 6: Ajazworg
Round 7: Hectonkeires
Round 8: Zoan Digre

Gambling Arena Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Ajazworg	33,570	260	55	Soft	Water	350	160	295	450	1,200	150	150	3	Demon Blaze (Fireballs), Rotten Breath (Venom)
Bakinator	15,029	19	29	Human	Light	300	272	139	65	15	220	220	4	Ow! (Enhanced Damage)
Dino Rex	6,411	102	49	Beast	Light	580	25	224	500	9,999	900	900	2	Crazy Gas
Doplin Warrior	15,000	182	54	Human	Void	230	250	121	170	180	230	2304 + Special (7)		Gale Slash (Enhanced Damage), Jack Slay (Chance of Autokill)
Gnasher	15,480	78	37	Beast	Earth	480	314	206	320	300	210	210	1	Dark Blaze
Hectonkeires	80,000	560	51	Giant	Thunder	360	80	298	450	6,220	120	120	2	Dread Buster (Enhanced Damage), Quake Bomb (Enhanced Damage)
Spicy Pudding	6,003	292	37	Soft	Void	200	95	197	200	60	820	820	5	Poison Bite, Halve Damage
Zoan Digre	150000	790	58	Demon	Void	400	540	168	550	560	190	190	1	Gusto Blow (Enhanced Damage), Crackdown Buster (Enhanced Damage), Toxic Dark

Competition is based on a one-on-one battle. Besides tournament-style qualification rules, each competition style has its own regulations. Some regulations help the fighters, while others will be a disadvantage. The prize money is awarded to the champion. If you chose to forfeit, you do not collect any money at all.

> **NOTE** There is a 100% restoration of HP and MP at the end of every round.

Combat Regulations

A variety of combat regulations affect the strategy you use in combat. Each is random and affects both you and the enemy you fight. Some regulations will be tremendously beneficial, while others are going to hurt. However, if a regulation limits your abilities to fight, it also restricts your opponent's abilities. The following is a list of combat regulations.

No AP Cost for Battle	*No Arts*
Defense Doubled	*STR Down 50%*
AP Rates Go Down 50%	*STR Doubled*
AP Gain Rate UP 50%	*Max MP up 50%*
No Items	*No Guard*

This is a no-holds-barred eight-round slug fest. The creatures you begin with are easy to defeat, but become more dangerous as you continue. If the difficult combat was not enough, you face the additional challenge of combat regulations. At the beginning of each of the eight rounds, a rule affecting combat is imposed on both combatants (see "Combat Regulations" sidebar for more details).

NOTE

Win this challenge, and the audience may give you a new name—God of Gambling.

Battle Mania

Number of Rounds: *8*
Rewards: *950 Coins, Sodan Poison Cloth, Sevti Sheet Metal, Gold Dragon*

Unlike other competitions, this battle is not judged on whether you win or lose. Success is based on clearing the challenges. Therefore, even if you win the fight, it is not counted as a success if the challenges have not been met. Even if you forfeit, you still collect cash from the previous wins. However, if you are defeated, you don't collect any money.

TIP

Before starting the Battle Mania challenge, make sure your party has an ample supply of Magic Powder, Bottles, and Potions. You need to replenish your MP during these long battles.

NOTE

Battle Mania is a three-on-one competition that allows your entire party to combat a single Arena opponent.

Battle Mania Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Goa Munk	16,601	205	61	Chitin	Dark	521	209	372	434	9,999	1	1	3	None
Hellspawn	80,257	222	51	Giant	Fire	275	309	298	660	9,999	281	285	5	Fighting Spirit (Doubles STR)
Mortar Head	9,720	978	57	Giant	Void	470	154	314	506	9,999	220	220	2	Crimson Heat, Block Earth
Ram Demon	160,968	163	61	Demon	Dark	700	255	296	620	200	9,999	9,999	1	Block Normal, Death Game, Chaos Breath (Seal), Abyss Whisper (Mass Attack)

Round 1

Challenge: *Win in 60 seconds*
Enemy: *Mortar Head*
Reward: *30 Coins*
Attack quickly. You have more than enough time if you begin your attack immediately. Use ● in the Battle menu to select Art attacks quickly. Try to finish off the Mortar Head with attacks from one character.

Round 2

Challenge: *Must win in five turns*
Enemy: *Hellspawn*
Reward: *40 Coins*
This battle is also simple. Between your three characters you will have destroyed the Hellspawn by the end of the second or third turn, let alone the fifth.

Round 3

Challenge: *Only first hit does damage*
Enemy: *Goa Munk*
Reward: *50 Coins*
Begin with Hyper Arts such as Absolute Zero, Sky Fang, or Hyper Blast that use a strong opening move. Follow up with Normal Arts to restore your AP pool. Subsequent attacks are ineffective, but maintain AP levels. Continue these Hyper opening attacks until creature falls.

Round 4

Challenge: *First four hits do not damage*
Enemy: *Goa Munk*
Reward: *80 Coins*
Lead with Battle Flash (four hits), then follow with a Hyper Art. Follow a similar pattern for all players, beginning with five-move Normal Art attacks. This way, only the standard sword swings are wasted, while the enhanced Art attacks have full power.

Round 5

Challenge: *Invincible for three turns*
Enemy: *Hellspawn*
Reward: *100 Coins*
Spend the first three turns in Guard mode, breaking only to cast enhancing items or Origin powers on individual party members. When the Hellspawn is finally vulnerable, hammer the creature with your best combos. The battle should be fierce, but largely one sided.

Have your fastest character prepare a series of short, easy combo attacks—nothing too complicated. Mountain Crusher, Hawk Stroke, and Sandstorm are all excellent. The next round requires extremely quick action. You need to have these short, direct attacks already prepared in the previous round to pass the next challenge.

TIP

Don't burn through your AP in this battle. You desperately need all the AP you can get in round 7, and you have no opportunity to replenish your stores after this round.

Round 6

Challenge: *Defeat in 30 seconds*
Enemy: *Mortar Head*
Reward: *150 Coins*
The key to this round is preparation. If you've followed our recommendations, your fastest character should already be waiting with a series of short and simple Arts and normal swings. *Immediately* put all players save your fastest into Guard mode, and attack. The goal is to finish your assault before the 30 seconds are up. Regardless of whether or not you've inflicted enough damage to kill the Mortar Head, if the battle is still raging when the 30 seconds expire, you lose.

Round 7

Challenge: *Defeat in one turn*
Enemy: *Hellspawn*
Reward: *200 Coins*
If you've followed our recommendation, you'll have an enormous pool of AP stored up from the end of Round 6. Use it now. Hammer the Hellspawn with everything you've got—Variable Arts, Hyper Arts, even Origin Attacks. You have one round, and *only* one round to end this fight.

Round 8

Challenge: *Only Origin attacks have an effect*
Enemy: *Ram Demon*
Reward: *300 Coins*
This battle will be an Origin-only slug fest. It is not difficult—if you've brought the necessary Magic Powders, Bottles, and Potions. Hammer the Ram Demon with your best Origin attacks while making sure to replenish your MP.

NOTE

Clear this challenge and earn the title "Prince of War."

Free Fight

Number of Rounds: *8*
Rewards: *1,140 Coins, Galma Gold Dust, Suzna Ice Stone, Cabey River*

Free Fight Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Abyss Servant	11,988	323	54	Human	Dark	188	581	231	373	6,462	221	219	8	Blind
Baki Knight	18,352	19	29	Human	Earth	292	144	139	198	143	131	132	8	Ow! (Enhanced Damage)
Bubba	100,000	320	66	Human	Fire	420	197	320	500	9,999	230	230	5	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Dark Jackal	15,021	384	29	Beast	Wind	272	173	160	300	130	189	184	4	Terror Howl (Fear)
Deep Invader	15,480	78	37	Beast	Void	120	122	206	191	82	26	28	8	Dark Blaze (Fireball)
Gorva	50,000	80	35	Chitin	Earth	330	297	180	355	9,679	200	200	4	Venom
Gust Raven	16,059	127	65	Flying	Dark	259	520	332	385	5,735	141	136	3	Inferno (Fireballs), Poison Beak
Luo Do Nash	16,120	398	61	Spirit	Dark	298	247	306	528	9,967	112	120	1	Dark Hymn, Dark Roar, Half Special
Lyps Master	15,072	64	30	Plant	Earth	180	100	728	385	412	536	505	3	French Kiss (Enhanced Damage), Offers 10,000 Gold and EXP
Mythical Giant	44,640	222	51	Giant	Dark	460	181	298	400	230	170	170	5	Fighting Charge
Salamander	14,016	72	62	Soft	Water	187	371	152	313	420	268	283	3	Mortal Fear (Venom)

This competition is a one-on-one battle against monsters as well as friends. Even if they are your friends, during this battle they may be more fearsome than any monster. Even if you forfeit, you still can collect cash from previous wins. However, if you are defeated, you cannot collect any money at all.

NOTE

Only Lang can join this challenge.

The battles come in no particular order and there is no silver bullet. You face friend and foe alike, battling your own party members for the first time. Their stats and abilities depend on their level of experience at the time you take the Free Fight Challenge. Half of the rounds will be filled with monsters, the other half with your friends.

• *If possible, outfit Lang with the Banshee Bangle or the Getaway Earring. Both of these accessories include the Pole Position skill. With Pole Position, you* always *get the first attack, regardless of how quick your enemy is.*

• *Also consider outfitting Lang with the Assault Bangle. When fully developed, this accessory provides the Kamikaze skill—dramatically upgrading Lang's ability to inflict damage at the price of defense. However, because this enhanced strength lets you take out opponents in the first turn, defense is not a major priority.*

• *The opening attack is key. Finish whomever you fight as soon as possible in order to eliminate any possibility of retaliation. Even if you are unable to finish your opponent in the opening attack, weaken them sufficiently to end the battle in the beginning of the second round of combat.*

• *Economize AP and MP. You never know if the next opponent is a Free Fight Challenge.*

• *Monsters are much easier to defeat than other characters. Use your battles with monsters to replenish your AP pool.*

• *Equip your fellow characters with weaker armor and weapons. They use whatever they are equipped with when battling Lang.*

Round Rewards

Round	Coin Reward
1	50 Coins
2	70 Coins
3	90 Coins
4	120 Coins
5	150 Coins
6	180 Coins
7	220 Coins
8	260 Coins

NOTE

Replay the Free Fight a second time to receive the Shining Robe, Sixteenth Night, and Grappler Shoes. Replay a third for an Angel's Blessing, Resurrect Bottle, and an Angel's Miracle.

NOTE

When you've finished this challenge, you're given the nickname "Bloody Monarch."

Dream Match

You can enter the Dream Match only after the Championship Tournament has been completed. This challenge takes place in a place between worlds, where you can battle enemies, friends, and even Avalon himself. You also face creatures of unimaginable strength, some with as many as a million HP. The Dream Match ranks with the Centurion Challenge as a nearly impossible task to complete. However, with strength, skill, and an *obscene* amount of experience, this challenge can be overcome.

The following list includes all creatures exclusive to the Dream Match. They may resemble enemies that you have already faced, but their stats can be significantly different. The strength of the allies you face in the Dream Match depends on their level of experience when you enter the Dream Match.

Dream Match Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Avalon	666,048	999	97	Human	Void	470	270	580	1,500	9,999	600	600	6	Petrify, Dispel Enchantment, Group Attack, Enhanced Damage
Bubba	140,000	320	74	Human	Earth	460	229	384	550	6,223	230	230	6	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Elliott	80,000	408	52	Human	Dark	310	522	241	500	9,999	120	120	6	Sharp Viper, Argent Flash
Marienne	60,000	909	52	Human	Dark	260	200	160	500	9,999	230	230	5	Power Play, Instant Death, Group Attack
Mighty Balkan	40,000	236	13	Human	Light	250	186	161	300	300	220	220	2	Group Attack
Rauss	140,265	784	58	Human	Dark	400	277	345	560	9,487	472	465	7	Ultimate Fang, Assault Fang, Destruction
Raynof the Brave	50,000	400	25	Human	Light	300	330	200	460	384	240	240	3	Spirit World (Group Attack)
Slogar	50,467	725	24	Demon	Dark	470	606	250	680	7,725	230	230	1	Dust Break
Stiel	1,080,000	968	99	Human	Void	320	368	319	800	9,999	50	50	[?]	Instant Kill, Stunning Blow
Velna	140,000	999	60	Human	Dark	300	260	462	620	9,999	340	340	5	Block Special, Striking End (Death), Final Wedge
Vestra	80,735	960	60	Origin	Void	300	200	481	480	1	9,990	9,990	2	Acolyte's Fist, Block Normal
Vixon the Great	90,515	999	60	Human	Light	450	216	286	420	270	260	260	2	Blessed Blast (Group Attack)

Centurion Challenge

The Centurion Challenge is perhaps the single most difficult test that faces your party in the entire game. To reach this challenge, travel to the Island of Jinga, and into the temple at the north end of the complex. In the temple's northern end, you find a magic circle. When you are properly prepared, head through this magic circle to face a nearly endless series of massive stone tablets. Each tablet contains a single creature, or small group of monsters. When you've faced each challenge and defeated the creatures held within the tablet, the tablet is destroyed. One by one, you can make your way through the 100 tablets of increasingly deadly monsters that make up the Centurion Challenge.

This test is one of mindless attrition. Although a few of the monsters, such as the Maiden of Mayhem and the Earthlord, pose a genuine threat, the vast majority of your battles can be easily won. The true challenge comes in pacing yourself through a full *one hundred* battles, making sure that your character's strength and restorative items are not depleted before you complete this test.

Also make a special note on the order of enemies that you face. Although the level and number of enemies increases as you progress through the Centurion Challenge, there are infrequent exceptions. Occasionally, you will face a single, easy-to-defeat monster or small group of exceptionally weak creatures. Use this as an opportunity to replenish your AP with Normal Art attacks or leech off HP and MP with special accessories. These battles are easy—take full advantage of them.

When attacking, hit hard and furiously. You can afford to burn through AP, as it is easily replenished. Use Hyper, Variable, or even Miracle Arts as frequently as possible. Consider using a combination of Normal and Hyper Art attacks with the Normal Arts coming at the tail end of the assault. This allows you to replenish the maximum amount of AP while using your most potent strikes. Use Origin attacks to take out large groups of powerful enemies.

Finally, if you are being beaten badly, walk away. This can be a difficult decision to make when you are in the low 70s of 100 separate battles. But if you die, you keep *none* of the experience and Gold you've accumulated through the Challenge. If you walk away and return later, the battles become easier, because you've gained strength from previous attempts at completing the Centurion Challenge.

NOTE

If you leave, when you return, the Centurion Challenge has been reset, erasing all of your progress.

Preparations

You have little opportunity to replenish any of your supplies while attempting the Centurion Challenge. Every five tablets, there's a chest with a restorative item or other prize, as well as what you can pick up off of creatures that you've slain. Beyond that, you have only what you've brought.

To survive this challenge, stock up on *everything* you can. This includes all normal restorative items, as well as restorative food items such as Tanza Tea Cakes and Kravia Kabobs. Include a full complement of Magic Powders, Bottles, and Potions. Even if the items offer small advantage, they can be used en masse to revive your party after a brutal battle.

Suit up in the most powerful weapons and armor you can afford. Accessories that steal HP and MP from your enemies are especially helpful. Item Grabbers and HP/MP Movers offer no benefits as you creep down the twisting halls of the Centurion Challenge.

If you are feeling bold, consider equipping your party members with the Assault Bangle, Jab Charm, or Winner's Jewel. All three include the Kamikaze skill. This skill dramatically increases your STR, allowing a much greater chance of killing the monsters you encounter in the very first strike. The risk of this strategy is that if the creatures survive, they can take advantage of the massive *decrease* in DEF caused by the same Kamikaze skill.

Centurion Challenge Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	GOLD	EXP	SPECIAL
Alza Brachya	5,901	122	40	Chitin	Dark	225	170	208	152	131	136	136	5	3,128	3,026	Nightmare (Sleep)
Avenging Spirit	32,691	324	37	Soft	Water	720	95	197	956	1	900	900	1	10,234	16,048	Half Normal, Propagate
Bloody Idol	260,577	254	63	Giant	Fire	450	21	298	540	1,500	100	100	3	41,096	37,400	Full Power, Iron Muscle
Dark Warrior	20,011	99	39	Spirit	Void	600	553	199	314	5,000	200	200	8,374	12,146	6	Branded Curse (Spellbind), Hate Force (Enhanced Damage), Death Count (AP Theft)
Death Guardian	181,284	178	57	Giant	Fire	1,080	186	314	1,210	500	400	1	3	30,616	30,093	Crimson Heat (Group Attack)
Demon Dog	20,012	458	61	Demon	Fire	400	560	308	262	9,999	203	200	6	20,792	17,557	Gust Howling, Wave Smash (Group Attack)
Earthlord	600,000	999	95	Demon	Dark	530	704	416	700	9,999	225	225	5	135,584	100,194	Dialotos (Group Attack)
Fatal Sorcerer	50,296	302	61	Spirit	Dark	180	503	306	400	9,999	145	145	1	60,602	23,578	Dark Roar, Dark Hymn (Group Damage), Half Special
Maiden of Mayhem	200,290	999	99	Demon	Wind	832	480	256	576	9,999	448	448	1	30,000	3,4874	Zobeld (Enhanced Damage), Zelpheed (Stun, Enhanced Damage), Zhavkack (Thunder, Mass Attack)
Nether Demon	56,000	432	62	Demon	Earth	290	232	352	560	9,500	272	272	7	33,280	23,445	Crag Buster, Cause Death
Nightspawn	30,389	19	24,552	Human	Earth	240	624	139	358	4,015	170	170	8	9,109	8,184	Ow! (Enhanced Damage)
Prancing Jester	20,480	300	30	Soft	Earth	280	979	152	220	520	160	160	6	15,132	6,533	Mortal Fear (Venom), Thunderburst
Steel Beast	50,489	525	61	Chitin	Earth	560	95	372	820	512	600	600	3	18,453	10,847	None
Subterranean	40,120	430	37	Beast	Dark	184	186	206	1,985	2,000	320	320	8	10,089	5493	Dark Blaze, Plague
Underground King	60,030	992	42	Demon	Fire	320	81	369	664	1	9,999	9,999	5	60,208	40,032	Savage Fist, Scatter Fist
Wings of Death	70,459	415	55	Flying	Fire	420	500	268	650	4,000	300	300	4	34,015	21,489	Inferno (Group Attack), Claw Bites, Poison Beak (Poison)

Centurion Challenge

CHALLENGE	MONSTERS
1	Larva Drake (x2)
2	Hanged Shape (x2)
3	Shadow Skull (x2)
4	Volt Spine (x1), Bloodfeather (x2)
5	Fiend Bulb (x2)
6	Dark Fly (x1), Elegrem (x2)
7	Mad Thorn (x2), Subterranean (x1)
8	Arus Auge (x2), Kocus Karcas
9	Helgigas (x1)
10	Subterranean (x1)
11	Helgigas (x1), Larva Drake (x2)
12	Hanged Shape (x2), Shade Flower (x1)
13	Subterranean (x2)
14	Avenging Spirit (x1), Bloodfeather (x2)
15	Prancing Jester (x1), Fiend Bulb (x2)
16	Nightspawn (x2)
17	Demon Dog (x1)
18	Dark Warrior (x2)
19	Shadow Balloon
20	Bloody Idol
21	Shadow Balloon
22	Hanged Shape (x2)
23	Avenging Spirit, Verktora (x2)
24	Steel Beast, Prancing Jester
25	Shadow Balloon
26	Arus Auge, Shade Flower (x2)
27	Underground King
28	Dark Warrior (x2)
29	Dark Warrior, Helgigas
30	Avenging Spirit
31	Prancing Jester, Raver Fly (x2)
32	Demon Dog, Hanged Shape (x2)
33	Shadow Skull (x3)
34	Death Guardian
35	Wings of Death, Fiend Bulb (x2)
36	Dark Fly, Elegrem (x2)
37	Bloody Idol, Dark Warrior (x2)
38	Steel Beast, Shade Flower (x2)
39	Lazur Ma Rah (x3)
40	Nether Demon
41	Avenging Spirit, Verktora (x2)
42	Steel Beast (x2)
43	Arus Auge (x2), Cloud Eater (x2)
44	Prancing Jester, Bloodfeather (x2)
45	Dark Warrior, Helgigas (x2)
46	Wings of Death (x1)
47	Avenging Spirit, Wikid
48	Arus Auge (x2), Kocus Karcas
49	Steel Beast, Dark Warrior
50	Wings of Death (x1)
51	Demon Dog, Hanged Shape (x2)
52	Elegrem, Cloud Eater (x2)
53	Shadow Balloon, Nightspawn
54	Fatal Sorcerer (x2)
55	Blaze Wheel, Larva Drake (x2)
56	Bloody Idol, Grotesque
57	Demon Dog (x2)
58	Alza Brachya, Nether Demon
59	Wings of Death, Shade Flower (x12)
60	Death Guardian
61	Prancing Jester, Bloodfeather (x2)
62	Nether Demon (x2)
63	Elegrem, Cloud Eater (x2)
64	Maiden of Mayhem
65	Demon Dog, Wings of Death
66	Lazur Ma Rah (x3)
67	Bloody Idol, Dark Warriors
68	Steel Beast, Raver Fly
69	Nether Demon, Larva Drake (x2)
70	Helgigas, Prancing Jester
71	Death Guardian
72	Subterranean, Avenging Spirit
73	Chaos Raven, Nightspawn
74	Subterranean (x2), Avenging Spirit
75	Prancing Jester (x2)
76	Death Guardian
77	Nether Demon (x2)
78	Fatal Sorcerer, Shade Flower (x2)
79	Dark Warriors (x3)
80	Shade Flower (x3)
81	Grotesk, Nightspawn
82	Demon Dog, Wings of Death
83	Alza Brachya, Nether Demon
84	Grotesk (x2), Avenging Spirit
85	Fatal Sorcerer (x2)
86	Bloody Idol, Prancing Jester
87	Death Guardian
88	Wings of Death (X2)
89	Nether Demon, Nightspawn
90	Arus Auge, Cloud Eater (x2)
91	Avenging Spirit (x3)
92	Nether Demon, Bloody Idol
93	Fatal Sorcerer (x23)
94	Underground King
95	Helgigas, Azul Velra (x2)
96	Maiden of Mayhem
97	Demon Dog, Steel Beast
98	Death Guardian
99	Underground King
100	Earthlord

Cooking

Cooking is more than a fancy way of feeding the party—it confers a variety of very powerful advantages. Most dishes have hidden benefits, such as stat upgrades, extra Art Blocks, or restoration of HP and MP. A few have detrimental effects that lower your stats.

Cooking is always done in camp while your party is on the road or in dungeons. The effect of cooking lasts for a set number of battles, usually 7-10, after which the cooking wears off and all beneficial side effects disappear. To restore these effects, prepare the dish next time you are in camp.

There are a variety of places to learn new recipes. Most characters begin with one recipe that he or she specializes in. Each party member pulls an exciting new recipe from the various cooking magazines. Speak with professional cooks at bars, restaurants, and inns to net new recipes.

One of the prerequisites for learning a new recipe is having the appropriate ingredients. Not all shops sell all cooking materials. Shop around in specific shops and purchase those ingredients common to local dishes. Yuno, for example, specializes in Southern Noodles and Broths, Tanza in spicy hot foods, and Kravia in meat dishes. Every time you make a dish, you expend one ration of the particular food item that is part of the ingredients—so stock up.

Almond Float

Materials: *Milk, Cream, Fruit*
Materials Cost: *210*
Effects: *MP Up (10%), INT Up (10%), MEN Up (20%)*
Prepared By: *Maya*
Location Learned: *Tanza Alchemist,* Popular Edo Dishes *magazine*
Consider Almond Float when looking for upgrades to MP skills. The recipe is affordable, the ingredients are common, and the advantages are significant.

Apple Pie

Materials: *Fruit, White Wine, Pie Dough*
Materials Cost: *860*
Effects: *HP Up (5%), MP Up (10%), DEF (10%)*
Prepared By: *Sharon*
Location Learned: *From* Upper Crust Desserts *magazine*
Apple Pie is a crispy, delicious, and ultimately empty dish, with a sky-high price and comparatively minor beneficial effects. Save your money for a more useful recipe.

Atomic Heat

Materials: *Monster Meat, Spices, Herbs, Red Wine*
Materials Cost: *2,000+*
Effects: *All Stats Up (20%)*
Prepared By: *Lang*
Location Learned: *Stay in Deluxe Suite in the Three Star Hotel in Darakin Citadel. Visit numerous times and learn several new recipes.*
This is the ultimate dish—with the ultimate price. Monster Meat is hard to come by, and cannot be directly purchased. Those ingredients that *can* be bought are ridiculously expensive. This dish is best saved for boss battles or other truly challenging combat. Otherwise, the massive expense might be wasted on lesser creatures.

Bacon and Eggs

Materials: *Pork, Eggs*
Materials Cost: *90*
Effects: *All Up (%5)*
Prepared By: *Lang*
Location Learned: *From* Cooking Today *magazine given by chef of Chez Snabbe*
This is a light breakfast that offers all the nutrients a body needs. Although the upgrades in stats are relatively minor, the price and wide range of benefits can't be ignored. This dish is an exceptional value.

Baked Crab Shell

Materials: *Crab, Tofu, Soup Broth Set*
Materials Cost: *750*
Effects: *HP Up (10%), DEF Up (10%)*
Prepared By: *Ayne*
Location Learned: *Ayne's recipe from* Popular Edo Dishes
This dish is too expensive to eat regularly. It offers comparatively little upgrade to party attributes to justify the excessive price.

Balsamic Veggies

Materials: *Vegetables, Cooking Oil, Spices*
Materials Cost: *620*
Effects: *HP Up (10%), MP Up (5%), ATK Up (20%), DEF Up (20%), INT Up (5%), MEN Up (5%), AGL Up (5%)*
Prepared By: *Lang*
Location Learned: *Stay in Deluxe Suite in the Three Star Hotel in Darakin Citadel. Visit numerous times and learn several new recipes.*
This dish offers a wide range of powerful stat upgrades. It is a combat dish, supercharging both attack and defense. The remaining benefits are comparatively minor. However, unlike most dishes learned at the Three Star Hotel, this dish is not horrifically expensive. This affordability allows your party to prepare this dish in earlier stages of the game.

BBQ Veggies
Materials: *Animal Meat, Vegetables, Cooking Oil, Spices*
Materials Cost: *220*
Effects: *HP Up (20%), ATK Up (10%), ATK (10%), DEF (10%), INT Up (10%), MEN (10%)*
Prepared By: *Lang*
Location Learned: *Derek's Haunt, Cook at Pirate's Den*
BBQ Veggies offer tremendous benefits for very little cost. However, Animal Meat can be somewhat difficult to find. Stock up when possible to allow yourself the luxury of making this extremely useful dish.

Beef Sandwich
Materials: *Beef, Bread*
Materials Cost: *150*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Down (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Maya*
Location Learned: *From* Cooking Today *magazine given by chef of Chez Snabbe*
Early in the game, Beef Sandwich is a staple of your party's diet. The price is low, while the benefits are numerous and significant. Of special note are the upgrades in attack power and HP recovery. Keep this dish on the menu almost every night until more powerful recipes are learned.

Beef Stroganoff
Materials: *Premium Beef, Vegetables, Spices, Soup Broth Set*
Materials Cost: *1,680*
Effects: *HP Up (20%), MP Up (20%), DEF (20%)*
Prepared By: *Maya*
Location Learned: The Royal Gourmet, *Phorchoon*
Although this dish is expensive, the benefits are extreme. As your characters gain experience and fight more powerful monsters, they can afford to cook dishes such as Beef Stroganoff. Growing your own spices is a great way to save cash on this dish's most expensive ingredient.

Bolognese
Materials: *Vegetables, Shellfish, White Wine*
Materials Cost: *600*
Effects: *HP Up (10%), MP Up (10%), INT Up (10%), MEN Up (10%), AGL Up (10%)*
Prepared By: *Maya*
Location Learned: *After Maya cooks 15 or more dishes, she's taught this at the bar in Kravia*
Bolognese offers a wide range of abilities at a moderately high price. This dish is best suited for upgrading the strength and power of Origin attacks, as it offers very little advantage in combat. The ingredients, though expensive, are readily available.

Bouillabaisse
Materials: *Fish, Shellfish, Shrimp, Crab, Herbs*
Materials Cost: *820*
Effects: *HP Up (20%), MP Up (20%), INT Up (20%), MEN Up (20%), AGL Up (20%), Plus 1 Art Block*
Prepared By: *Sharon*
Location Learned: The Royal Gourmet, *Phorchoon*
This dish is an extraordinarily powerful meal, offering a tremendous range of benefit at a reasonably low price. This dish should replace Uni Bowl, Udon Noodles, and Beef Sandwich when it is learned. The combat benefits alone make this dish a bargain at twice the price.

Brownies
Materials: *Cookie Set, Chocolate, Cocoa Powder*
Materials Cost: *800*
Effects: *HP Up (10%), MP Up (10%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Ayne*
Location Learned: *Ayne's recipe from* Upper Crust Desserts
Brownies are too expensive to eat on a regular basis. Virtually every benefit offered by this dessert can be found in other, much less expensive dishes.

Cabbage Roll
Materials: *Pork, Vegetables, Herbs*
Materials Cost: *490*
Effects: *HP Up (5%), MP Up (5%), ATK Up (10%), DEF Up (10%), AGL UP (Minor)*
Prepared By: *Lang*
Location Learned: *Darakin Citadel, Green Lynx Inn, from cook*
This roll is simple to make, and offers useful benefits. The Herbs, however, are extremely expensive. Use this dish to enhance your combat skills, both attack and defense.

Caesar Salad
Materials: *Vegetables, Cheese, Cooking Oil*
Materials Cost: *200*
Effects: *HP Up (5%), MP Up (10%), ATK Up (5%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Lang*
Location Learned: *Darakin Citadel, Green Lynx Inn, from cook*
This inexpensive dish provides a variety of benefits. Use it when you use Origin powers frequently and need the significant boost in MP.

Cheese Fondue
Materials: *Cheese, Bread, White Wine*
Materials Cost: *650*
Effects: *HP Up (5%), MP Up (10%), DEF Up (5%), INT Up (10%), MEN Up (10%), AGL Up (5%), CHA (5%)*
Prepared By: *Maya*
Location Learned: *Purchase anything from Yuno Grocer Milka and receive magazine*
Cheese Fondue is a good dish when you use Origin powers frequently. It is a good value for the benefit derived, but the Cheese and White Wine can be difficult to find on the road.

Chocolate Pie
Materials: *Egg, Chocolate, Cocoa Powder*
Materials Cost: *730*
Effects: *MP Up (10%), INT (10%), MEN (10%), AGL (10%), CHA (5%)*
Prepared By: *Maya*
Location Learned: *From* Upper Crust Desserts *magazine*
Chocolate Pie does little for your party's well-being. The price alone makes this dish less than recommended, in addition to the meager array of upgrades. Finally, Cocoa Powder is a difficult commodity to find.

Clam Chowder
Materials: *Pork, Shellfish, Milk*
Materials Cost: *190*
Effects: *HP Up (10%), MP Up (5%), INT Up (10%), MEN Up (10%), AGL Up (20%)*
Prepared By: *Sharon*
Location Learned: *After Sharon cooks 15 or more dishes, she's taught this at the bar in Kravia*
This is a Pirate staple, offering massive upgrades to AGL and moderate but significant increases in HP, INT, and MEN. The price for this dish is unusually low considering the level of upgrades. Further, all ingredients are readily available.

Club Sandwich
Materials: *Pork, Poultry, Vegetables, Bread*
Materials Cost: *200*
Effects: *HP Up (10%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Lang*
Location Learned: *Sample Club Sandwich from Auction room of Paradise Island*
The Club Sandwich is a rich, refreshing meal that provides a tremendous number of benefits for the meager price of its ingredients. Although none of the enhancements are spectacular, they form a well-rounded set of upgrades.

Cocoa Cake
Materials: *Dessert Set, Cocoa Powder*
Materials Cost: *800*
Effects: *HP Up (5%), MP Up (5%), INT Up (5%), MEN Up (5%), CHA Up (5%)*
Prepared By: *Maya*
Location Learned: *Maya's default recipe*
You can purchase the ingredients for this dish in Darakin Citadel. Cocoa Cake is an *extremely* expensive dish to prepare, especially considering how early in the game it is learned. Further, the benefits associated with Cocoa Cake are relatively minor.

Curry Spaghetti
Materials: *Pork, Pasta, Curry Set*
Materials Cost: *350*
Effects: *HP Up (10%), MP Up (5%), ATK Up (5%), DEF Up (10%), INT Up (5%), MEN Up (5%)*
Prepared By: *Maya*
Location Learned: *In Derek's Haunt; Maya learns from Bakardi*
Curry Spaghetti is a delicious meal that offers a wide range of upgrades, although few are significant. HP and DEF both see serious upgrades, while the remaining stats are barely affected at all. This dish offers many benefits, but at a hefty price.

Custard
Materials: *Eggs, Cookie Set*
Materials Cost: *130*
Effects: *MP Up (5%), ATK Up (5%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Ayne*
Location Learned: *Ayne's recipe from* Cooking Today
Custard is a cheap and easy way to add some minor upgrades to your party's stats. The price is low, but so are the benefits.

Eyeball Stew
Materials: *Huge Eyeball*
Materials Cost: *N/A*
Effects: *HP Down (20%), INT Up (20%)*
Prepared By: *Kazan*
Location Learned: *If you collected or traded for Huge Eyeball. Speak with Monjiru in Nohl to learn the recipe.*
This dish offers a tremendous bonus to INT, but causes an equally devastating decrease in max HP and HP recovery. Avoid the eye.

Fried Turkey
Materials: *Poultry, Cooking Oil, Spices*
Materials Cost: *1,130*
Effects: *HP Up (10%), ATK Up (10%), AGL Up (10%)*
Prepared By: *Lang*
Location Learned: *Derek's Haunt, Cook at Pirate's Den*
Although tasty, this dish is too expensive for the relatively minor advantages.

Fried Vegetables
Materials: *Vegetables, Pork, Soup Broth Set*
Materials Cost: *240*
Effects: *HP Up (10%), MP Up (5%), ATK Up (5%), DEF Up (5%), AGL Up (5%)*
Prepared By: *Kazan*
Location Learned: *Kazan is taught in the kitchen of the Green Lynx Inn. Return frequently to initiate the sequence.*
This dish is a mediocre combination of stat upgrades and price. Most stats are beneficially affected, but only the increase in HP recovery rate is more than a blip on the screen.

Fruity Pie
Materials: *Fruit, Cookie Set, Pie Dough*
Materials Cost: *460*
Effects: *MP Up (10%), INT Up (20%), MEN Up*
Prepared By: *Maya*
Location Learned: *Learn on Auction Floor at Phorchoon. Return frequently to the Auction to find new recipes each time you visit.*
Fruity Pie is among the most effective dishes for upgrading Origin attack strength. The dual benefit of increasing MP recovery and increasing resistance to the your enemies' special attacks makes this an exceptional, though expensive, dish.

Hamburger Steak
Materials: *Beef, Pork, Spices, Red Wine*
Materials Cost: *1,640*
Effects: *HP Up (20%), MP Up (5%), ATK Up (20%), DEF Up (20%)*
Prepared By: *Lang*
Location Learned: *Kravia, Belisia*
Although the ingredients for this dish are terribly expensive, the benefits package is among the best available for combat. HP, attack, and defense are all increased by 20 percent. If you have the cash, consider this hearty meal before any great battle.

Heavenly Beef
Materials: *Premium Beef, Miso, Red Wine*
Materials Cost: *1,500*
Effects: *HP Up (10%), ATK Up (20%), DEF Up (20%), AGL Up (10%), CHA Up (10%)*
Prepared By: *Lang*
Location Learned: *Stay in Deluxe Suite in the Three Star Hotel in Darakin Citadel. Visit numerous times and learn several new recipes.*
Heavenly Beef is an expensive, though extraordinarily useful, dish that significantly upgrades all combat abilities. Both attack and defense are massively boosted, with significant upgrades to agility and charisma. Despite the upgrades, the price makes this dish difficult to afford until the latter stages of the game.

Jambalaya
Materials: *Pork, Vegetables, Rice Spices*
Materials Cost: *1,150*
Effects: *HP Up (20%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Lang*
Location Learned: *Derek's Haunt, Cook at Pirate's Den*
Jambalaya is a recipe with a well-rounded set of advantages. Although expensive, it provides significant combat benefits.

Kazan Curry
Materials: *Beef, Vegetables, Red Pepper, Curry Set*
Materials Cost: *800*
Effects: *HP Up (10%), MP Down (20%), ATK Up (10%), DEF Down (5%), AGL (20%)*
Prepared By: *Kazan*
Location Learned: *Kazan's default recipe*
Kazan Curry is a rather expensive dish with a mix of both good and bad effects. It sacrifices MP for dramatically heightened combat abilities. When it's the only dish your party knows, use it frequently until you learn recipes with few disadvantages and a lower price.

Lobster in Wine
Materials: *Lobster, Spices, Red Wine, Miso*
Materials Cost: *2,150*
Effects: *HP Up (10%), MP Up (5%), ATK Up (20%), DEF Up (20%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Lang*
Location Learned: *Stay in Deluxe Suite in the Three Star Hotel in Darakin Citadel. Visit numerous times and learn several new recipes.*
Lobster in Wine is the single most expensive recipe, save perhaps Atomic Heat. The ingredients are premium and the effects are spectacular. This is a combat dish with massive upgrades to attack and defense. Prepare this recipe only if funds allow, and only for battle with particularly difficult creatures.

Lynx Special Stew
Materials: *Beef, Vegetables, Cream*
Materials Cost: *210*
Effects: *Max HP Up (10%), ATK Up (10%), DEF Up (5%)*
Prepared By: *Lang*
Location Learned: *Darakin Citadel, Green Lynx Inn, from cook.*
Although the benefits of this dish are limited, the affected stats increase dramatically. This dish is best served when your party intends a combat focus, as both HP and attack ratings are significantly enhanced. Luckily, it's a very affordable dish to prepare.

Muddy Soup
Materials: *Slime Gelure*
Materials Cost: *NA*
Effects: *HP Down (20%), MEN Up (20%)*
Prepared By: *Lang*
Location Learned: *If you've collected or traded for Slime Gelure, speak with Monjiro in Nohl to learn this recipe*
The ooze and slime used to make this dish will sicken every member of your party. The only advantage to this recipe is the incredible MEN bonus associated with it.

Oden Stew
Materials: *Fish, Shellfish, Soup Broth Set*
Materials Cost: *270*
Effects: *HP Up (20%), MP Up (10%), ATK Up (10%), DEF Up (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Kazan*
Location Learned: The Royal Gourmet, *Phorchoon*
Oden Stew is an excellent value as a cheap and effective meal. It benefits every stat, including a massive increase in HP. The only drawback is the comparative difficulty in finding some of the ingredients.

Pancakes
Materials: *Dessert Set, Egg*
Materials Cost: *630*
Effects: *HP Up (5%), MP Up (5%), INT (10%), MEN (10%), AGL (5%), CHA (5%)*
Prepared By: *Lang*
Location Learned: *From* Upper Crust Desserts *magazine*
Like many of Lang's recipes, Pancakes are quick, easy, and effective. Their only drawback is the comparatively high price. This dish is best used to upgrade resistance to special attacks, as well as beef up the damage for Origins attacks.

Pasta Carbonara
Materials: *Pork, Milk, Pasta, Cooking Oil*
Materials Cost: *300*
Effects: *HP Up (10%), MP Up (10%), DEF Up (10%), MEN Up (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Maya*
Location Learned: *Green Lynx Inn, from Leon, after visiting Jinga*
This dish offers a good array of benefits at a reasonable price. Further, the ingredients are extremely common and easy to replenish.

Pirate Pasta
Materials: *Poultry, Shrimp, Pasta, Red Pepper*
Materials Cost: *730*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Up (5%), AGL Up (20%)*
Prepared By: *Sharon*
Location Learned: *Make Pasta Carbonara frequently, and Sharon will tell you the recipe either while eating, or during a chatting session after the meal.*
Pirate Pasta is a dish suited for Sharon. It upgrades her speed as well as her attack strength. HP recovery is also a major part of this recipe. However, the high price tends to make this recipe too expensive to use on a regular basis.

Pork Cutlet Bowl
Materials: *Pork, Rice, Soup Broth Set*
Materials Cost: *270*
Effects: *HP Up (20%), ATK Up (20%), DEF Up (20%)*
Prepared By: *Lang*
Location Learned: *Tanza Alchemist,* Popular Edo Dishes *magazine*
This dish is the ultimate in affordability and effectiveness. For a meager 270 Gold's worth of ingredients, you gain maximum upgrades in HP, attack, and defense. With the exception of a small boost in MP, this dish offers all the benefits of Hamburger Steak, at only a fraction of the price!

Pot Au Feu
Materials: *Beef, Vegetables, Soup Broth Set*
Materials Cost: *260*
Effects: *HP Up (10%), MP Up (10%), ATK Up (5%), DEF Up (10%), AGL Up (5%)*
Prepared By: *Ayne*
Location Learned: *Ayne's recipe from* Crazy about Stew
Pot Au Feu provides an excellent array of upgrades and advantages for a very affordable price. Better dishes can be found for a lower price—but not many. The ingredients for this dish are readily available.

Princess Cake
Materials: *Cream, Cooking Oil, Dessert Set, Cookie Set, Pork*
Materials Cost: *950*
Effects: *HP Down (10%), MP Down (10%), INT Down (10%), MEN Down (10%), CHA Down (10%), AGL Down (10%), ATK Up (10%), DEF Up (10%)*
Prepared By: *Lang*
Location Learned: *Doplin Castle, sample cake in Elliott's room*
This disastrous concoction is expensive and has too many major negative modifiers to use. This is best avoided unless absolutely necessary.

Rice Ball
Materials: *Rice*
Materials Cost: *60*
Effects: *HP Up (5%), MP Up (5%)*
Prepared By: *Lang*
Location Learned: *Speak with Nancy of Nohl after completing the Cave of Trials*
The Rice Ball is a cheap, easy dish to restore HP and upgrade attack strength. However, the beneficial effects are almost nonexistent. Despite the low price, the dish really isn't worth your time to cook.

Rotten Steak
Materials: *Suspicious Meat*
Materials Cost: *N/A*
Effects: *HP Down (20%), ATK Up (20%)*
Prepared By: *Maya*
Location Learned: *Trade for Suspicious Meat or collect from monster. Then speak with Monjiro in Nohl to learn recipe.*
Rotten Steak is every bit as appetizing at it sounds. The sole ingredient is hard to come by, and the effects are both beneficial and devastating. Unless absolutely desperate for the attack upgrade, avoid this recipe.

Sashimi Deluxe
Materials: *Fish, Shellfish, Spices*
Materials Cost: *1,120*
Effects: *HP Up (10%), DEF Up (20%)*
Prepared By: *Kazan*
Location Learned: *Tanza Alchemist,* Popular Edo Dishes *magazine*
Although a bit pricey, Sashimi Deluxe provides reasonable value for the advantages. The bonuses to HP and defense are significant. However, dishes such as Beef Sandwich or Udon Noodles have greater benefits for a better price.

Seafood Pizza
Materials: *Pork, Fish, Shellfish, Pie Dough*
Materials Cost: *480*
Effects: *HP Up (10%), MP Up (5%), DEF Up (10%), INT Up (10%), MEN Up (10%), AGL Up (10%)*
Prepared By: *Kazan*
Location Learned: *Learn on Arena Floor in Phorchoon. Return frequently to initiate encounter. Found only after completing Championship Tournament.*
Seafood Pizza, though pricey, offers an excellent array of stat upgrades. From Origin attack strength, to HP recovery, to raw AGL, this recipe benefits your party. If the funds are available, it makes a very useful meal.

Sick Shroom Soup
Materials: *Creepy Mushroom*
Materials Cost: *NA*
Effects: *HP Down (20%), DEF Up (20%)*
Prepared By: *Sharon*
Location Learned: *If you've collected or traded for Creepy Mushroom, speak with Monjiru in Nohl to learn recipe.*
This disgusting dish severely sickens your characters, significantly reducing their max HP and HP recovery rates. However, defense is strangely increased. The ingredients for this dish are hard to come by, and the effects are questionable at best.

Sirloin Steak
Materials: *HP Up (20%), ATK (20%)*
Materials Cost: *1,500*
Effects: *HP Up (20%), ATK (20%)*
Prepared By: *Lang*
Location Learned: The Royal Gourmet, *Phorchoon*
This dish is rather expensive, although the benefits are extremely useful. This is primarily a combat dish, allowing the party to recover from injury more quickly and dish out more punishment. Sirloin Steak's comparative lack of negative effects make this dish even more useful.

Shrimp Au Gratin
Materials: *Shrimp, Milk, Pasta*
Materials Cost: *250*
Effects: *HP Up (10%), MP Up (5%), ATK Up (5%), INT Up (5%), MEN Up (5%), AGL Up (10%)*
Prepared By: *Sharon*
Location Learned: *Lang teaches in the kitchen of the Green Lynx Arbor. Return frequently to initiate encounter at the Inn.*
This recipe includes a vast array of relatively minor upgrades in stats. Although the price is somewhat high, the benefits are numerous. However, many other dishes offer greater upgrades, for around the same price.

Spanish Omelet
Materials: *Vegetables, Eggs, Herbs*
Materials Cost: *460*
Effects: *HP Up (10%), MP Up (5%), ATK Up (5%), DEF Up (Min,), INT (5%), MEN (5%), AGL Up (5%)*
Prepared By: *Sharon*
Location Learned: *From* Cooking Today *magazine. Read it when Sharon joins your party.*
Spanish Omelets offer a wide variety of benefits, at a reasonable price. However, with the exception of the HP upgrade, the effects are limited and don't significantly impact game play. For the money, you get better results from Udon Noodles. However, Spanish Omelet ingredients can be found anywhere.

Spicy Crab Bisque
Materials: *Crab, Rice, Red Pepper, Tofu*
Materials Cost: *1,160*
Effects: *HP Up (10%), MP Down (20%), ATK Up (20%), DEF Down (5%), AGL Up (10%)*
Prepared By: *Kazan*
Location Learned: *Purchase anything from Yuno Grocer Milka and receive magazine*
This is a tremendously expensive recipe with rather mixed results. If you have no intention of using Origin powers, and want a tremendous attack bonus, then Spicy Crab Bisque is the meal for you. Otherwise, save the money and select a recipe with fewer disadvantages.

Spicy-Hot Salad
Materials: *Vegetables, Red Pepper*
Materials Cost: *530*
Effects: *HP Up (5%), MP Up (10%), ATK Up (5%), DEF Down (5%), INT Up (5%), MEN Up (5%), AGL Up (5%)*
Prepared By: *Kazan*
Location Learned: *From* Cooking Today *magazine given by chef of Chez Snabbe*
Spicy-Hot Salad is trademark Kazan cooking—expensive, spicy, and a mix of good and bad effects. This dish includes an upgrade in every attribute save DEF and CHA. DEF suffers from only the slightest decrease in ability, while CHA is unaffected. There are far better ways to spend your money and cooking time.

Strawberry Sweet
Materials: *Fruit, Cookie Set*
Materials Cost: *160*
Effects: *MP Up (10%), INT (5%), MEN (5%), AGL (10%)*
Prepared By: *Kazan*
Location Learned: *From* Upper Crust Desserts *magazine*
Strawberry Sweet offers the party a minor series of upgrades and advantages for a very affordable price. However, there are many other dishes that can offer much more significant upgrades with only a slightly larger investment.

Sukiyaki
Materials: *Beef, Vegetables, Tofu, Soup Broth Set*
Materials Cost: *610*
Effects: *HP Up (20%), MP Up (5%), ATK Up (10%), DEF Up (5%), AGL Up (5%)*
Prepared By: *Lang*
Location Learned: *Purchase anything from Yuno Grocer Milka and receive magazine*
Sukiyaki is a rather expensive dish used primarily to upgrade. Other recipes, such as Beef Sandwich, offer similar benefits for far less, using much more common ingredients.

Sunny Melody
Materials: *Egg, Cheese, Southern Noodles, Miso, Soup Broth Set*
Materials Cost: *850*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%)*
Prepared By: *Ayne*
Location Learned: The Royal Gourmet, *Phorchoon*
This dish is on the expensive side and includes ingredients that may be hard to find. But overall, it is a solid balance of price and benefits. However, many other dishes offer much more, for much less.

Tang o' the Sea
Materials: *Shellfish, Shrimp, Miso, Tofu*
Materials Cost: *1,170*
Effects: *HP Up (10%), MP Up (5%), INT Up (10%), MEN Up (10%)*
Prepared By: *Ayne*
Location Learned: *Ayne's Starting Recipe*
Tang o' the Sea costs too much and does too little to be among your regularly prepared dishes.

Tempura Noodles
Materials: *Shrimp, Southern Noodles, Soup Broth Set*
Materials Cost: *270*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Up (10%)*
Prepared By: *Lang*
Location Learned: *Yuno, Grain Mill*
This dish has a reasonable amount of beneficial effects for the money. However, there are dishes with far greater benefits for about the same price.

Tomato Risotto
Materials: *Poultry, Vegetables*
Materials Cost: *70*
Effects: *HP Up (10%), ATK Up (5%), DEF UP (5%), INT Up (5%), MEN Up (5%), AGL Up (5%), CHA (5%)*
Prepared By: *Lang*
Location Learned: *Darakin Citadel, Green Lynx Inn, from cook*
This dish is cheap and has many benefits. Virtually every stat is enhanced, although most to a relatively minor degree. However, the affordability and HP bonus alone make this an early game staple.

Udon Noodles
Materials: *Pork, Vegetables, Southern Noodles, Soup Broth Set*
Materials Cost: *320*
Effects: *HP Up (20%), MP Up (5%), ATK Up (10%), DEF Up (5%), INT (5%), MEN (5%), AGL Up (5%), CHA Up (5%)*
Prepared By: *Sharon*
Location Learned: *From* Crazy about Stews *magazine. Read it when Sharon joins the party.*
Udon Noodles confers a powerful set of advantages at a very reasonable price. This classic combat-oriented recipe allows your characters to both inflict and sustain greatly enhanced amounts of damage. The only limitation of this recipe is the general scarcity of Southern Noodles and the Soup Broth Set.

Uni Bowl
Materials: *Shellfish, Rice, Soup Broth Set*
Materials Cost: *280*
Effects: *HP Up (10%), MP Up (10%), ATK Up (10%), DEF Up (10%), INT Up (10%), MEN Up (10%)*
Prepared By: *Sharon*
Location Learned: *Tanza Alchemist,* Popular Edo Dishes *magazine*
Uni Bowl is an extraordinary value, with numerous significant upgrades at a bargain-basement price. Although all of the upgrades are only moderate, the sheer number of stats affected, as well as a complete lack of any disadvantages, make this dish a staple of adventurer cooking.

Wild Gratin
Materials: *Animal Meat, Milk, Pasta, Herbs*
Materials Cost: *650*
Effects: *HP Up (5%), MP Down (10%), ATK Up (10%), DEF Up (10%), AGL Up (5%)*
Prepared By: *Sharon*
Location Learned: *Learn on the Casino Floor at Phorchoon*
This dish offers a solid array of useful advantages. However, the drop in recovery rate for MP and the high cost of the ingredients compared to the effects makes this dish less than desirable. The Animal Meat in particular is difficult to find, and the Herbs are very expensive.

Wild Wild Beef
Materials: *Beef, Cooking Oil, Spices, Herbs*
Materials Cost: *1,570*
Effects: *HP Up (10%), MP Up (5%), ATK Up (10%), DEF Up (10%)*
Prepared By: *Ayne*
Location Learned: *Ayne's Starting Recipe*
This dish is too expensive for the benefits that it offers. Although the HP, attack, and defense bonuses are significant, Uni Bowl or Beef Sandwich offer similar benefits for far, far less.

Yakitori Skewers
Materials: *Pork, Spices*
Materials Cost: *1,150*
Effects: *HP Up (5%), ATK Up (5%), AGL Up (5%)*
Prepared By: *Lang*
Location Learned: *Tavern Belisia, from the cook*
Although tasty, this dish is nothing more than empty calories. For the pathetic benefit it offers, the price is ridiculously expensive. Your time, money, and culinary skills are best directed elsewhere.

Quests

At the Hunter's Guild in Kravia, you can take up quests for extra experience and cash. The quests are typically rewarded in proportion to their difficulty. The more money you receive from completing a quest, the more difficult or dangerous the quest will be. Often, besides the listed bounty of each quest, you acquire additional items or Gold.

My Daughter Is Lost!

Quest: *Find Count Lonatello's daughter Cammy*
Reward: *80,000*

Count Lonatello says his daughter, Cammy, is missing. She disappeared from the Three Star Hotel in Darakin where they were staying. Head to the Three Star Hotel and go to the rooms on the ground floor. The Count is lamenting about how his daughter disappeared from the room, yet the staff swears she never left the hotel.

The entrance to the Sewers is in the Count's room. Head down the ladder in the bathroom, and go to the northwest corner of the Sewers. In this general area (near (8) on the Sewers map) you find Cammie, surrounded by evil skeletons. Defeat two groups of Warmongers to rescue poor Cammie. The first group catches your party by surprise, while your party is more prepared for the second. When all six have been defeated, return with Cammie to the count, then back to the Hunter's Guild for your reward.

Warmongers

HP: *32,107*
MP: *259*
Level: *71*
Race: *Spirit*
Attribute: *Dark*
STR: *260*
AGL: *201*
CHA: *231*
INT: *151*
MEN: *5,111*
HI DEF: *225*
LO DEF: *225*
Gold: *9,078*
EXP: *11,027*

Attacks: *6*
Special Attacks: *Branded Curse (Spellbind), Hate Force, Death Count (Death, Confusion), Block Dark*
Items Dropped: *Heal Bottle, Restore Leaf*

Warmongers are upgraded Shadow Skulls. They have all the same abilities, such as Branded Curse and Hate Force, as well as the brutal agility of these walking skeletons. Concentrate your attacks on one Warmonger at a time to drop at least one of these unusually durable creatures. They are vulnerable to Light, but completely immune to Dark magics of any kind.

NOTE

When the mission is complete, the count sends you the Lion Heart brassiere for Sharon as a thank you.

Winged Mountain Beasts

Quest: *Kill a pair of deadly birds*
Reward: *160,000 (130,000)*

Make your way to Mt. Gabel, battling up the hillside until you reach the first campsite. Here you find the broken body of Stiel, the cocky swordsman from the Hunter's Guild. He has killed one of the two creatures for you, but was horribly injured in the battle. Continue up to the peak where you find the second of the deadly beasts. Battle it, then return to the Hunter's Guild to receive your reward. As Stiel killed one of the beasts, offer to give him half the money. However, when you go to pick up your share, you find that 130,000 Gold awaits you—the extra being a reward from the Hunter's Guild for slaying such a dangerous monster.

NOTE

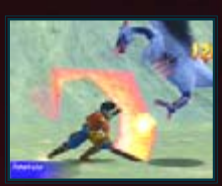
If you haven't spoken to Stiel yet, you face both birds alone.

TIP

Take the northern path by smashing an obstructing rock with Lang's Origin Power. Continue on into a cave where Ayne can collect a Headset from a chest set into the ground.

Zahatule

HP: *100,123*
MP: *287*
Level: *55*
Race: *Flying*
Attribute: *Wind*
STR: *323*
AGL: *424*
CHA: *268*
INT: *416*
MEN: *727*
HI DEF: *237*
LO DEF: *200*
Gold: *20,543*
EXP: *32,654*
Attacks: *4*
Special Attacks: *Inferno*
Items Dropped: *Restore Leaf, Timid Tonic*



This enormous creature is a powerhouse of both physical and special attacks. In addition to its mighty claws, the Zahatule employs a devastating group attack called Inferno. This blast of flame and destruction causes at least 500 points of damage per character. Hammer this monstrosity with your best Variable Art attacks to dispatch it as quickly as possible. Focus on Earth-based attacks, as the Zahatule is especially vulnerable to them.

Mysterious Contagion

Quest: *Find herbal flower that cures disease*
Reward: *120,000*

Way up north in Yuno, a strange disease has broken out. They're trying to find a remedy to cure it. Go to Yuno and speak with a woman named Suda. Find her in the building west of the entrance to Yuno, where Kazan visited his friends for a night of drunken revelry. Here you learn of the deadly Apolu Fever, and the only cure for this illness—Gunang Weed. The last time the disease broke out, a doctor named Hugo had the Gunang Weed. Find Hugo in Tanza.

Hugo is the scientist who frequently purchases monster organs and other collectables from the party. Find him in the rambling laboratory on the extreme east side of town. Hugo tells you that the Gunang Weed grows near water and might be found in the Forest Maze. Head to the maze, and go to the spring at the center of the forest.

TIP

To save time, head to the north side of the forest. From there you can reach the spring in a few minutes.

Proceed through the forest until you come to the bubbling spring at the center of the wood. Collect the Gunang Weed growing near the waterfall and return to Yuno to deliver the rare plant. Once Suda has the plant, return to the Hunter's Guild for your reward.

Mysterious Potion

Quest: *Collect potion from black market*
Reward: *30,000*

Joe, the information man of Darakin, has hired the Hunter's Guild to retrieve a potion called the Golden Groneh that he purchased through the black market in Tanza. Head to Tanza, and go to the west side of town. Here you find Rindo the alchemist selling his wares. The potion that Joe ordered is missing a few ingredients and isn't ready yet. Help Rindo make the potion by going to the Forest Maze and picking up the Golden Apples as well as making a Magic Potion.

NOTE

If you already have a Magic Potion, simply return to Rindo immediately to pass this ingredient to him.

TIP

Magic Powder can be made into a Magic Potion with Zonark Weed, White Stardust, and Wenit Holy Water by the Tool Shop near the entrance of town.

Once you make the Magic Potion at the local Tool Shop, head to the Forest Maze. On your way to the east side of the forest you run into Balzac and Phanta, lost in the Forest Maze. Chat with the pair for a few moments before going east to the Golden Apple tree. Use Maya to ripen the fruit, then have Ayne knock it out of the tree. Return to Rindo, collect the potion, and take it to Joe. Then return to the Hunter's Guild for your reward.

NOTE

When you drop off the ingredients with Rindo, pick up an additional 10,000 Gold in payment for your journey to the Forest Maze.

It Lurks in the Mist

Quest: *Investigate Forest Maze to find the source of the disease plaguing Yuno*
Reward: *140,000*

Once you've completed the Mysterious Contagion quest, this new quest becomes available to you. After accepting the quest, again return to Yuno and speak with Suda. This time she can be found in the grain mill just east of the entrance to the quiet village of Yuno. She tells you of Gauraze, a demon from hell that has brought the sickness to Yuno. Head back into the Forest Maze, using the southern entrance.

When you arrive in the Forest Maze, head north through the first clearing, continuing on until the trail splits east and west. Take the western path for now, turning south when the western trail splits in two. Here you find Gauraze. Kill the creature, then return to Suda to tell her what you've done. Only then should you return to the Hunter's Guild to collect your reward.

Gauraze

HP: *180,524*
MP: *970*
Level: *61*
Race: *Demon*
Attribute: *Fire*
STR: *320*
AGL: *626*
CHA: *308*
INT: *400*
MEN: *2,255*
HI DEF: *200*
LO DEF: *200*
Gold: *100,471*
EXP: *33,336*
Attacks: *7*
Special Attacks: *Gust Howling (Group Damage), Wave Smash*
Items Dropped: *Restore Leaf, Heal Leaf*

Gauraze cont.

This two headed monstrosity is exceptionally durable and has a pair of powerful special abilities. Gust howling inflicts 300+ points of per strike. Further, Wave Smash inflicts damage against a single target, and stuns that target as well. Finally, the creature can attack with lightning quickness, slashing your characters with a series of powerful bites.

Hammer the creature with your best combos, leaning toward Water-based attacks whenever possible. Although durable, the Gauraze is far from indestructible. Under the combined force of your entire party, the battle should be a relatively easy one.

NOTE

As a special thank you from the people of Yuno, they give you the Maiden's Robe when the quest is complete.

Reik Flowers

Quest: *Make a winning bid on Reik Flowers painting*
Reward: *120,000*

Your job is to successfully bid on a piece of art called the Reik Flowers. Make your way to Phorchoon's Auction Floor and speak with a man in a red coat near the entrance. After a short conversation, the Auction selling the Reik Flowers painting begins. Your patron gives you a budget of 50,000 Gold to purchase his beloved painting, but this amount can easily be raised. Pass on the first two items in the bidding, and instead wait for the Reik Flowers. Bidding starts at 10,000 Gold and quickly skyrockets to more than 65,000. When you've won the bidding, head back to the Hunter's Guild to collect your reward.

Find Mari

Quest: *Find lost Mari*
Reward: *80,000*

Once you've completed the My Daughter Is Lost! quest, this quest becomes available. Young Cammie has been separated from her friend Mari. Lang has been hired to find Mari. Head back to Darakin and into the Three Star Hotel. Find Cammie upstairs in one of the standard rooms. Cammie explains how her pale friend Mari was lost in the Sewers with her.

Return to the Sewers, this time heading down into the canal. At the canals, head east, following the canal southward. Ascend a set of nearby stairs when the canal is blocked by a large crate, then use the walkways to continue south. Cut west across a bridge when the trail splits, then head immediately north to reach a small landing with a doorway (marked (29) on the Sewers map). Mari turns out to be a *cat*, which quickly scurries through a small hole in the wall. Use Ayne to bump the crate over the hole in the wall, then go to the Red Gate Switch (3). In the alcove before the switch you find Mari. Collect the kitty, then return her to Cammie. Your reward is waiting at the Hunter's Guild.

NOTE

If you don't move the crate, Mari scurries back into room (29).

Writhing Monster in the Dark

Quest: *Battle creature beneath Doplin Castle*
Reward: *160,000*

A mysterious growling can be heard every night beneath Doplin Castle. Your quest is to investigate the noise. You accept the quest and Balzac and Phanta immediately appear behind you, again boasting of how they will complete the quest before Lang and the party can. Listen to their blather, then head to Darakin Citadel. Your goal is the garbage pile behind the Junk Shop. Use the ladder to the entrance of the Kabel Ruins, then go to the circular platform where you first battled Slogar. You find yet another demon, waiting for battle.

Latulgus

HP: *222,571*
MP: *741*
Level: *58*
Race: *Demon*
Attribute: *Dark*
STR: *420*
AGL: *129*
CHA: *168*
INT: *500*
MEN: *9,615*
HI DEF: *200*
LO DEF: *200*
Gold: *85,368*
EXP: *40,113*
Attacks: *1*
Special Attacks: *Gusto Blow (Mass Attack)*
Items Dropped: *Bronze Barome, Heal Leaf*

This monumental beast is very similar in size to Slogar, with the same ridiculously high HP and deadly Gusto Blow mass attack. Hammer this creature with your best combos, with special emphasis on Light-based attacks. Although the Latulgus is immense, it can't directly damage any single character to the point of death. Whenever your individual party members begin running low on HP, use a Bronze or Silver Barome (or Maya's Life Heal) to restore their strength. After a few rounds, the great demon collapses, slain by Lang's Sword.

NOTE

After defeating the creature, the Hunter's Guild gives you the Raging Axe.

The Glow in the Thunder Mine

Quest: *Investigate glowing objects in the Thunder Mine*
Reward: *200,000 (250,000)*

People in Tanza and Kravia have reported seeing a strange glow night after night in the Thunder Mine. Head to the Thunder Mine and go to the extreme east end. Use all of your Origin powers to plow through the block puzzle, then continue to see the source of the glowing lights—an enormous floating crystal. Standing before the crystal is Stiel, your sometimes friend and sometimes enemy from the Hunter's Guild. Stiel has claimed the crystal for himself and is prepared to fight for it. Within moments, a battle ensues.

Stiel

HP: *200,371*
MP: *294*
Level: *74*
Race: *Human*
Attribute: *Void*
STR: *280*
AGL: *530*
CHA: *255*
INT: *696*
MEN: *87,662*
HI DEF: *50*
LO DEF: *50*
Gold: *142,757*
EXP: *120,592*
Attacks: *11*
Special Attacks: *Cutting Edge, Quake Cutter*
Items Dropped: *Fruit of the Gods, Ultimate Blessing, Bronze Barome, Ultimate Miracle*

Stiel is absolutely vicious. He uses his Cutting Edge Hyper Art to take down all but your most stalwart characters in a single turn. Further, Stiel can absorb an obscene amount of damage, either blocking or swallowing one brutal hit after another.

This is a strict war of attrition. Stiel lacks an effective group attack, so at least one character should remain alive. Revive your fallen comrades with one character while the other slowly whittles down Stiel's immense HP total.

NOTE

You will receive an additional 50,000 Gold from Stiel when you collect your reward.

Multiplying Monster!

Quest: *Destroy all monsters lurking in Gale Canyon*
Reward: *180,000*

Mysterious monsters have been cropping up in Gale Canyon. You've been hired by the Central Continental Union to simply wipe them out. Phanta and Balzak have already accepted this quest. Whoever eliminates the most monsters will be the recipient of the reward money. Go to the north side of Gale Canyon to meet up with the hapless pair and begin the quest.

The canyon is swarming with roving bands of a new kind of monster called a Larva Beast. Each encounter with these creatures will net you a battle with only one beast. The Larva Beast is a formidable opponent. As you kill each Larva Beast, its body will remain behind, allowing you to chart your progress.

The Larva Beasts are scattered throughout the canyon, although the greatest concentration is near the canyon's center. When you have defeated the next to the last monster, a howl will sound. Destroy the last creature to complete the quest. If you have moved quickly enough, you will be rewarded the full quest amount by the Hunter's Guild.

CAUTION

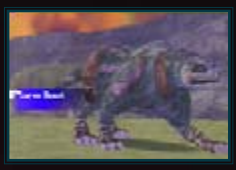
Don't waste time at camp grounds. They will only cost you the opportunity to fight a monster.

TIP

Use Heaven's Path or another encounter reducing item to help speed your progress. The fewer random encounter battles your party is bogged down with, the more Larva Beasts they can destroy.

Larva Beasts

HP: *40,525*
MP: *160*
Level: *29*
Race: *Beast*
Attribute: *Wind*
STR: *360*
AGL: *525*
CHA: *160*
INT: *200*
MEN: *200*
HI DEF: *200*
LO DEF: *200*
Gold: *20,768*
EXP: *10,018*
Attacks: *6*
Special Attack: *Somersault Edge (Bonus Damage), Terror Howl (Cause Fear)*
Items Dropped: *Magic Powder, Bronze Barome, Restore Leaf*



Larva Beast is a stinking, rotting corpse of a beast that employs an effective and often deadly array of special attacks. In addition to its powerful jaws, the Larva Beast employs the deadly Somersault Edge finishing move. With it, the Larva Beast leaps spinning into the air, slashing a character with its whip-tail, inflicting up to 900 points of damage. Its final attack is the Terror Howl special ability, allowing the beast to cause fear in any one party member.

You won't be able to take out a Larva Beast in one turn of attacks. Rather, it will take your party two to three turns of potent Art attacks. Be economical with your use of AP, as there are many beasts to fight.

Invaders from Another World

Quest: *Destroy giant monster in the Volcanic Island of Drokonia*
Reward: *240,000 (300,000), Exorcist Katana*

A huge, mysterious beast near the Volcanic Island of Drokonia attacked an investigation team. The Royal Knights are offering a prize of 240,000 Gold for this monster.

The funds that are offered for this quest barely cover the danger you face in completing it. As usual, Phanta and Balzak compete with you for the massive bounty. Go to the Volcanic Island and battle into the depths of Drokonia. Near the deepest region of the island, you find the deadly Nogartaris—as fearsome a beast as you have ever encountered.

Nogartaris

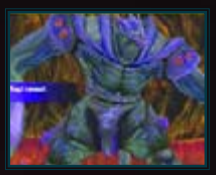
HP: *120,256*
MP: *432*
Level: *62*
Race: *Demon*
Attribute: *Dark*
STR: *200*
AGL: *232*
CHA: *352*
INT: *568*
MEN: *4,624*
HI DEF: *200*
LO DEF: *200*
Gold: *54,942*
EXP: *14,934*
Attacks: *16*
Special Attack: *Crag Buster, Cause Death*
Items Dropped: *Gold Barome, Silver Barome*

The Nogartaris is a veritable demonic blender, capable of shredding your party with a stunning array of 16 attacks per turn. In addition to its potent physical attacks, the Nogartaris possesses a series of deadly special attacks as well. Crag Buster is a weak group effect attack that inflicts between 300–400 points of damage to every character. What it lacks in magical capabilities, it more than makes up for in lightning speed and razor sharp claws. The beast attacks with such ferocity and power that there is a small chance that with each blow the targeted character will be killed instantly.

Though powerful, the Nogartaris will eventually fall. Use the nearby campsite to replenish your strength. Make sure that you have unequipped any Thunder based weapons before continuing down the passage. There is one last battle awaiting you—the Ruglionaut.

Ruglionaut

HP: *337,568*
MP: *999*
Level: *63*
Race: *Demon*
Attribute: *Thunder*
STR: *450*
AGL: *320*
CHA: *416*
INT: *512*
MEN: *512*
HI DEF: *300*
LO DEF: *300*
Gold: *93,798*
EXP: *47,693*
Attacks: *2*
Special Attack: *Bratarios (Critical Hit), Zephr, Dialotos, Xeriahalt, Absorb Thunder*
Items Dropped: *Physical Remedy, Restore Leaf*



This hulking goliath is a physical power house, able to absorb an obscene amount of damage and dish out almost as much. With its devastating Bratarios attack, it will inflict 300–400 per strike. However, this attack technique also brings with it the possibility of a Critical Strike, which will reduce the target character to 1 HP. This is often followed up with the Zephr attack. This special ability is a powerful beam of energy that is projected at one of your party members for up to 1,200 points of damage. The last special ability used by Ruglionaut is Dialotos—a group effect attack that scorches your entire party with a focused, burning light. The Ruglionaut possesses only one defensive ability—Absorb Thunder. Any damage inflicted with Thunder based attacks will be converted directly into HP.

Variable Arts, and high end Hyper Arts are more than useful against these behemoths. Burn through AP to destroy this creature early—before it has the opportunity to do the same to you.

When every foe has been defeated, return to the Hunter's Guild to collect your reward. The Guild is so thankful for your service, they give Lang an additional 60,000 Gold. Further, you are given the Exorcist Katana.

NOTE

If you have completed all other quests, you will also be given one Heaven's Secret gem as a special thank you from the Guild.

Gardening

Nestled inside Maya's small home in Yuno are four pots where you can plant the seeds you collect in your journeys. Each of these pots can be watered and fertilized. The seeds germinate, flower, and eventually bear fruit. The flowers and fruits offer a variety of useful and valuable items. It is highly recommended that you take the time to experiment with gardening to become better acquainted with the vast potential that exists within the seeds you collect. What is generated depends on the seed that you use, the type of fertilizer, and finally in which phase you harvest the plant—the flower or fruit stage.

Gardening Sources

SEED/FERTILIZER	LOCATION
Sunset Seeds	Receive as a gift after buying items 40 times from Antique Store in Yuno
Stink Bulb	Receive as a gift after buying items 20 times from Antique Store in Yuno
Refreshing Seeds	Obtain from a drawer in Maya's Mountain Cottage in Yuno
Lyps Seeds	Receive as a gift after buying items 10 times from Antique Store in Yuno
Ominous Seeds	Receive as a gift after buying items 20 times from Junk Shop in Tanza
Royal Seeds	There is a 10% chance that you can obtain this from Loghart Crab
Meatlike Bulb	4% chance that you can obtain this from Shade Flower
South Wind Seeds	Receive as a gift after buying items 100 times from Antique Store in Yuno
Regular Fertilizer	Obtain from a drawer in Maya's Mountain Cottage in Yuno
Magic Fertilizer	Receive if you beat Terao at planting rice paddies in Tanza taking between 24–27.99 seconds
Mega Fertilizer	Receive if you beat Terao at planting rice paddies in Tanza taking less than 24 seconds

NOTE

You can harvest plants at the flower or fruit stage. If you wait too long after the plant has borne fruit, the fruit rots and the plant dies.

Sunset Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	0-5	—	Venom Star	Sunset Seeds
Regular Fertilizer	1-7	Spice	Painful Fruit	Sunset Seeds
Magic Fertilizer	3-6	Spice (0)	Wisdom Leaves	Rotten Fruit
Ultimate Fertilizer	2-7	Spice (0)	Gold Star	Rotten Fruit

Stink Bulb

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	1-7	Zonark Weed	Pie Dough (4)	Rotten Fruit
Regular Fertilizer	1-4	Zonark Weed (1)	Painful Fruit	Meatlike Bulb
Magic Fertilizer	0-8	Sour Flowers	Pie Dough (4)	Stink Bulb (5)
Ultimate Fertilizer	1-5	Zonark Weed (2)	Pie Dough	Meatlike Bulbs (4)

Refreshing Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	0-6	—	Zestia Leaves	Withered Flowers (3)
Regular Fertilizer	1-6	Herbs	Zestia Leaves (3)	Withered Flower
Magic Fertilizer	1-4	Herbs (2)	Painful Fruit	Refreshing Seeds (8)
Ultimate Fertilizer	2-5	Herbs (3)	Charming Fruit	Rotten Fruit

Lyps Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	2-10	Sour Flowers	Lyps's Tear	Lyps Seeds (5)
Regular Fertilizer	1-12	—	Hero's Heart	Rotten Fruit
Magic Fertilizer	4-11	Withered Flowers	Lyps's Tears (8)	Lyps Seeds (4)
Ultimate Fertilizer	3-7	Lyps's Tears (3)	Willpower Leaves	Rotten Fruit

Ominous Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	1-7	Calemb Grass	—	Demarn Amber (10)
Regular Fertilizer	0-6	Calemb Grass	Painful Fruit	Ominous Seeds
Magic Fertilizer	3-8	—	Painful Fruit	Demarn Amber (10)
Ultimate Fertilizer	2-5	—	Stubborn Leaves	Demarn Amber (10)

Royal Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	2-6	Beldnuk (3)	Painful Fruit	Royal Seeds
Regular Fertilizer	3-6	—	Willpower Leaves	Rotten Fruit
Magic Fertilizer	3-5	Beldnuk (4)	Yumyl's Ambrosia (6)	Withered Flower
Ultimate Fertilizer	4-5	—	Stamina Leaves	Royal Seeds

Meatlike Bulb

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	2-7	—	Beef (9)	Rotten Fruit
Regular Fertilizer	2-8	Sour Flowers	Painful Pulp	Meatlike Bulbs (5)
Magic Fertilizer	5-7	Sour Flowers	Beef (6)	Premium Beef
Ultimate Fertilizer	3-8	—	Premium Beef	Painful Pulp

South Wind Seed

FERTILIZER	WATERING #S	HARVEST AT FLOWER STAGE	HARVEST AT FRUIT STAGE	HARVEST AT WITHERED STAGE
No Fertilizer	3-5	Vigasoma	Vigasoma	Withered Flower
Regular Fertilizer	3-6	Sour Flowers	Charming Fruit	South Wind Seeds
Magic Fertilizer	2-3	—	Vigasoma	South Wind Seeds (10)
Ultimate Fertilizer	3-5	Sour Flowers	Curvy Leaves	Rotten Fruit

Weapons

The combo requirements listed below indicate which base materials you can use to upgrade your equipment.

Lang's Weapons

WEAPON	STR	INT	AGL	CHA	HIGH	WEIGHT	BUY COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Amber Smash	+58	+15	0	+8	0	11	12,000	Add Stun	Iron Sword, Alma Iron Ore, Raw Ruby, Jedo Metal, Zoar Hide	—
Ancient Sword	+104	+26	0	+13	0	12	32,000	Add Stun	Skeleton Saber, Requal White Cloth, Iron Polish Powder, Hellbeast Bone, Galma Gold Dust, Holy Stone, Moble Silver Cloth	—
Assassin Blade	+48	+12	0	-4	0	10	6,400	Add Poison	Lightsilver, Jedo Metal	—
Broad Sword	+8	0	+4	+2	0	10	400	None	Long Sword, Noth Rock, Izumo Bronze	Nohl WS
Crusader Heart	+80	+20	0	-14	0	11	20,000	Add Light	Spider Bite, Raw Emerald, Cress Rock, Cherry-Red Cloth	Yuno WS
Damascus Blade	+114	+28	0	+14	0	14	37,000	None	Misfortune, Demarn Amber, Mervel Carcass	Kravia WS, Tanza WS
Deva's Sword	+136	+34	0	+17	0	13	54,300	Add Paralysis	Soulbreaker, Desant Silver, Suvick Cord	—
Doombringer	+182	+46	0	-22	0	15	135,000	Blood Sucker, Vs. Spirits, Add Stun	Thousand Saga, Hellbeast Bone, Moble Silver Cloth, Cib Silver Crystal, Desant Silver, Chibe Gold Bullion, Raw Diamond, Black Opal, Belkran Stone	—
Double Getter	+4	+21	+6	+11	0	11	N/A	Double Gold, Double EXP, 2x Item Effect	N/A	—
Fang Rapier	+96	+24	0	+12	0	12	26,000	Vs. Chitin	Crusader Heart, Requal White Cloth, Iron Polish Powder, Hellbeast Bone, Iron Fang Stone, Galma Gold Dust	Darakin WS
Fire Edge	+64	+16	0	+8	0	11	13,200	Add Fire	Amber Smash, Raw Tourmaline, Zorda Hide	Darakin WS (with VIP Card)
Flame Brand	+116	+29	0	-15	0	12	39,200	Add Fire	Damascus Blade, Moble Silver Cloth, Cib Silver Cloth	—
Force Veil	+152	+38	+8	+19	0	14	66,000	Add Wind	Last Dragon, Gan Meteorite Iron, Yahku Holy Cloth	—
Gaia Blade	+158	+39	0	+20	0	15	70,000	Add Earth	Force Veil, Force Crystal, Eben Silver Ore	Gold Giant Quest reward
God Era	+196	+48	0	+36	0	14	188,000	AP Boost 1, Vs. Giants	Tempest, Vigantes Fur, Edo Steel, Tonki Iron Sand, Gan Meteorite Iron, Eben Silver Ore, Gamnas Leather, Lord Crystal, Ndiga King Stone	—
Gold Sword	+34	+8	0	+4	0	10	10,000	Bonus Vs. Soft	Lizard Killer, Oble Gold Dust	Darakin WS (with VIP Card), Kravia Gipelli WS
Hammer Blade	+14	0	-4	0	0	10	N/A	Increases Hit Rate	N/A	Gift from Galvan
Heavy Cleaver	+40	+10	-2	+5	0	10	4,800	Bonus Vs. Beasts	Lizard Killer, Jubon Rock, Jedo Metal	Darakin WS (with VIP Card)
Hero Blade	+24	+6	0	+12	0	10	2,000	AP Boost 1, Bonus Vs. Plants	Hammer Blade, Moth Rock, Sodan Poison Cloth	Darakin Citadel WS
Holy Basher	+100	+25	0	+16	0	12	29,400	Add Light, Add Blind	Skeleton Saber, Iron Polish Powder, Hellbeast Bone, Holy Stone	—
Holy Rhodis	+172	+43	0	+32	0	16	92,000	Add Light, Vs. Spirits	Gaia Blade, Raw Diamond, Fargoh Cloth, Holy King's Gem, Black Opal, Wind Spirit Stone, Gabnas Leather, Orhalcon Stone	—
Ice Sword	+72	+18	0	+9	0	11	16,800	Add Water	Amber Sword, Telma Crystal, Venom Star, Unkar Stone, Zorda Hide, Suzna Ice Stone	Darakin Citadel, from Kenjiro
Iron Sword	+56	+14	-6	+7	0	11	9,500	Bonus against Chitin	Viking Sword, Noth Rock, Sodan Poison Cloth, Oble Gold Dust, Zoar Hide	Darakin WS (with VIP Card)
Judgment Day	+220	+50	0	0	0	12	N/A	Add Petrify	Nine Emperors, Heaven's Secret	Lang's most powerful weapon
Last Dragon	+148	+37	0	+19	0	14	62,800	Vs. Flying	Mad Triumph, Chabel Iron Ore, Barl Iron Ore, Sevti Sheet Metal, Chibe Gold Bullion, EarthThunder Stone	—
Lightning Sword	+20	+5	0	+3	0	10	1,500	Thunder Guard, Bonus Vs. Flying	Hammer Blade, Noth Rock, Alma Iron Ore	Darakin Citadel WS
Lightsilver	+44	+11	0	+14	0	10	4,900	Add Light	Heavy Cleaver, Noth Rock, Black Star Sand, Jubon Rock, Oble Gold Dust	—
Lizard Killer	+34	+8	0	+4	0	10	3,800	Vs. Soft	Hero Blade, Sodan Poison Cloth, Broot Shell	Darakin Citadel WS
Long Sword	+4	0	0	0	0	10	N/A	None	N/A	Lang's starting weapon
Mad Triumph	+138	+35	0	-8	0	13	56,200	HP Siphon, STR Boost 2	Deva's Sword, Tonki Iron Sand	—
Magic Tyrant	+180	+44	0	-20	0	16	108,000	Add Dark, Vs. Giants	Holy Rhodis, Requal White Cloth, Galma Gold Dust, Nervel Carcass, Dark Stone, Barl Iron Ore, Mad Venom, BlackDemon's Heart	—
Misfortune	+108	+27	+16	+6	0	10	34,200	Gold Siphon, STR Boost 2	Skeleton Saber, Requal White Cloth, Iron Polish Powder, Iron Fang Stone, Hold Stone, Vigantes Fur, Heaven Stone	Kravia Gipelli WS
Nine Emperors	+200	+49	0	+25	0	13	206,000	Hit Rate Up 2, Vs. Flying	God Era, Heaven Stone, Liaza Magic Cloth, Chabel Iron Ore, Yahku Holy Cloth, Meteorite, Orhalcon Stone, Ndiga King Stone, Evil Jungo Stone	—
Overkill	+160	+40	0	-10	0	15	74,200	Vs. Humans	Gaia Blade, Raw Diamond, Meteorite	Combined or Jinga trade only
Poison Sword	+28	+7	0	0	0	10	2,400	Add Poison	Hero Blade, Sodan Poison Cloth, Raw Ruby	Darakin Citadel WS
Quantumbael	+128	+30	0	-6	0	12	42,000	Vs. Demons, Vs. Spirits	Damascus Blade, Holy Stone, Moble Silver Cloth, Lonkon Powder, Raw Alexandrite	Tanza WS
Rusted Sword	+2	0	0	-10	0	8	80	Hit Rate Down	N/A	Darakin Junk Shop
Scarface	+124	+31	0	+16	0	13	45,400	Vs. Humans	Quantumbael, Cib Silver Crystal, Edo Steel	—
Sixteenth Night	+168	+42	0	+21	0	15	84,000	Add Sleep	Gaia Blade, Raw Diamond, Fargoh Cloth, Holy King's Gem, Wind Spirit Stone, Gabnas Leather	Trade for coins at Paradise Isle
Skeleton Saber	+92	+23	+12	+4	0	12	24,400	AGL Boost 1, Vs. Soft	Crusader Heart, Cress Rock, Requal White Cloth, Iron Fang Stone	Yuno WS
Soulbreaker	+126	+32	0	-8	0	13	49,000	MP Siphon, STR Boost 2	Scarface, Nervel Carcass, Dark Stone, Gold Scarab Powder	—
Spider Bite	+74	+19	0	-8	0	11	18,400	Hit Rate Up 1	Venom Blade, Suzna Ice Stone, Maubourg Iron, Silver Stone	Darakin Citadel, from Kenjiro
Steel Saber	+90	+22	-8	+11	0	12	22,600	None	Spider Bite, Cress Rock, Silver Stone, Cherry-Red Cloth, Requal White Cloth, Hellbeast Bone	Yuno WS
Strike Forge	+144	+36	0	+18	0	14	59,400	Vs. Plants	Mad Triumph, Chabel Iron Ore, Barl Iron Ore, Sevti Sheet Metal	Trade for at Jinga
Tempest	+192	+47	0	+24	0	14	154,200	STR Boost 1, Vs. Beasts	Doombringer, Iron Fang Stone, Demarn Amber, Raw Alexandrite, Suvick Cord, EarthThunder Stone, Eternal Flame, Wind Spirit Stone, Cle Meteorite Iron	—
Thousand Saga	+184	+45	+12	+23	0	15	112,000	Add Seal	Magic Tyrant, Iron Polish Powder, Holy Stone, Lonkon Powder, Gold Scarab Powder, Sevti Sheet Metal, Force Crystal, Holy King's Gem, Red-Hot Stone	—
Vapor Blade	+132	+33	0	+17	0	13	52,400	None	Scarface, Liaza Magic Cloth, Gold Scarab Powder, Desant Silver	—
Venom Blade	+68	+17	0	-6	0	11	15,000	Add Venom	Amber Smash, Jubon Rock, Venom Star, Raw Tourmaline, Raw Emerald	Darakin Citadel, from Kenjiro
Viking Sword	+52	+13	0	+4	0	11	7,200	Vs. Human	Lightsilver, Izumo Bronze, Broot Shell, Jedo Metal, Telma Crystal	—
Violator	+164	+41	0	+21	0	15	78,000	AP Boost 2	Gaia Blade, Raw Diamond, Fargoh Cloth, Wind Spirit Stone	—

Sharon's Weapons

Weapon	STR	INT	AGL	CHA	HIGH	Weight	Buy Cost	Special	Combo Requirements	Notes
Beast Slayer	+142	+39	0	+20	0	13	114,000	Vs. Beast	Silver Bell, Yahku Holy Cloth, Eben Silver Ore	—
Black Viper	+170	+46	0	-14	0	16	240,000	Add Venom, Vs. Chitin	Soulbinder, Venom Star, Cherry-Red Cloth, Moble Silver Cloth, Liaza Magic Cloth, Chabel Iron Ore, Yahku Holy Cloth, Holy King's Gem, Cle Meteorite Iron	—
Blue Dragon Katana	+102	+27	0	+14	0	10	32,000	None	Talwar, Cherry-Red Cloth, Holy Stone	Darakin WS
Dark Matter	+182	+49	0	-20	0	13	320,000	Add Plague	Exorcist Katana, Maubourg Iron, Iron Fang Stone, Cib Silver Crystal, Desant Silver, Chibe Gold Bullion, Eben Silver Ore, Gabnas Leather, Evil Jungo Stone	—
Demon Gleamer	+114	+32	0	+16	0	11	54,000	Add Dark, Vs. Humans	Shock Ripper, Edo Steel, Liaza Magic Cloth	Tanza WS
Endgame Katana	+134	+37	0	+19	0	13	88,400	None	Moonlight Blade, Suvick Cord, Chibe Gold Bullion, EarthThunder Stone	—
Exorcist Katana	+178	+48	0	+24	0	14	280,000	Vs. Demons, Guard Up 1	Sakura Katana, Zorda Hide, Hellbeast Bone, Nervel Carcass, Gold Scarab Powder, Sevti Sheet Metal, Raw Diamond, Wind Spirit Stone, Ndiga King Stone	—
Godblade Radwell	+186	+50	0	+25	0	12	350,000	Post Battle HP	Dark Matter, Heaven's Secret	—
Godthunder	+158	+43	0	+22	0	15	180,000	Add Thunder	Malice, Gabnas Leather, Orhalcon Stone	—
Impervious Blade	+118	+33	-12	+17	0	11	62,200	Vs. Chitin	Shock Ripper, Liaza Magic Cloth, Dark Stone, Gold Scarab Powder	—
Malice	+154	+42	0	-14	0	14	16,400	Add Spellbind	Maneater, Holy King's Gem, Wind Spirit Stone	—
Maneater	+150	+41	0	+21	0	14	156,000	Vs. Humans, Vs. Giants	Wind Slicer, Fargoh Cloth, Black Opal	—
Moonlight Blade	+130	+36	0	+18	0	12	80,000	Add Sleep	Red Scorpion, Barl Iron Ore, Sevti Sheet Metal	Trade for at Jinga
Night Striker	+162	+44	0	+22	0	15	200,000	Add Light, Hit Rate Up 1	Godthunder, Cress Rock, Galma Gold Dust, Raw Alexandrite, Suvick Cord, EarthThunder Stone, Meteorite, Red-Hot Stone	Trade for coins at Paradise Isle
Red Scorpion	+126	+35	0	+18	0	12	74,600	Add Poison	Shamshir, Venom Star, Tonki Iron Sand, Chabel Iron Ore	—
Rusted Katana	+92	+4	0	-10	0	10	16,000	Hit Rate Down	N/A	Kravia Gipelli WS
Sakura Katana	+174	+47	0	+24	0	15	260,000	Add Bewitch	Black Viper, Unkar Stone, Requal White Cloth, Vigantes Fur, Dark Stone, Barl Iron Ore, Force Crystal, Black Opal, Lord Crystal	—
Shamshir	+122	+34	0	+17	0	12	68,000	None	Shock Ripper, Mervel Carcass, Liaza Magic Cloth, Gold Scarab Powder, Desant Silver	—
Sharp Saber	+106	+29	0	+15	0	10	42,400	Hit Rate Up 1	Talwar, Maubourg Iron, Hellbeast Bone, Moble Silver Cloth	—
Shock Ripper	+110	+28	0	+15	0	11	48,200	Add Paralysis	Sharp Saber, Galma Gold Dust, Vigantes Fur	Kravia WS
Silver Bell	+138	+38	0	+19	0	13	95,200	Vs. Spirit	Endgame Katana, Sevti Sheet Metal, Force Crystal	—
Soulbinder	+166	+45	0	-12	0	16	220,000	MP Siphon, STR Boost 2	Night Striker, Suzna Ice Stone, Silver Stone, Holy Stone, Edo Steel, Tonki Iron Sand, Gan Meteorite Iron, Fargoh Cloth, Belkran Stone	—
Talwar	+98	+26	0	+13	0	10	24,000	None	N/A	Sharon's starting weapon
Useless Toy Katana	+32	+16	0	-8	0	9	4,000	STR Cut	N/A	Kravia Gipelli WS
Wind Slicer	+146	+41	0	+20	0	14	130,000	Add Wind	Beast Slayer, Gan Meteorite Iron, Raw Diamond, Meteorite	—

Ayne's Weapons

Weapon	STR	INT	AGL	CHA	HIGH	Weight	Buy Cost	Special	Combo Requirements	Notes
Bloodthirsty Axe	+200	0	0	-20	0	20	71,000	HP Siphon, STR Boost 2	Earth Axe, Holy King's Gem, Black Opal, Orhalcon Stone	—
Crusader Axe	+240	0	0	+22	0	24	136,000	Anti Stun (Group), Anti-Critical (Group)	Giant Lion Axe, Izumo Bronze, Jedo Metal, Raw Emerald, Requal White Cloth, Moble White Cloth, Suvick Cord, Meteorite, Cle Meteorite Iron	—
Earth Axe	+190	0	0	+17	0	19	64,000	Add Earth	Shot Hammer, Fargoh Cloth, Wind Spirit Stone, Gabnas Leather	Thunder Mine
Giant Demon Axe	+270	0	0	+25	0	20	210,000	Add Death	Sealed Axe, Heaven's Secret	—
Giant Flash Axe	+220	0	0	+20	0	22	94,000	Add Blind	Steel Hammer, Broot Shell, Unkar Stone, Silver Stone, Galma Gold Dust, Liaza Magic Cloth, Yahku Holy Cloth, Orhalcon Stone, Red-Hot Stone	Trade for coins at Paradise Isle
Giant Lion Axe	+230	0	0	+21	0	22	110,000	Vs. Chitin, Vs. Flying	Giant Flash Axe, Noth Rock, Oble Gold Dust, Zorda Hide, Cherry-Red Cloth, Holy Stone, Gold Scarab Powder, Raw Diamond, Belkran Stone	—
Giant Stone Axe	+150	0	0	+13	0	19	42,000	None	N/A	Ayne's starting weapon
Massive Stone Axe	+170	0	0	+15	0	19	54,200	None	Giant Stone Axe, Yahku Holy Cloth, Force Crystal	Trade for at Jinga
Raging Axe	+250	0	0	+23	0	25	163,000	Add Fire, Vs. Giants	Crusader Axe, Alma Iron Ore, Telma Crystal, Suzna Ice Stone, Hellbeast Bone, Vigantes Fur, Chabel Iron Ore, Holy King's Gem, Lord Crystal	—
Sealed Axe	+260	0	0	+24	0	24	185,000	Vs. Demons, AP Boost 1	Raging Axe, Sodan Poison Cloth, Zoar Hide, Maubourg Iron, Iron Fang Stone, Nervel Carcass, Sevti Sheet Metal, Wind Spirit Stone, Ndiga King Stone	—
Shot Hammer	+180	0	0	+16	0	20	59,500	Add Stun, Final Blow	Giant Stone Axe, Force Crystal, Eben Silver Ore, Meteorite	—
Steel Hammer	+210	0	0	+19	0	20	82,000	None	Earth Axe, Raw Ruby, Raw Tourmaline, Cress Rock, Raw Alexandrite, EarthThunder Stone, Gabnas Leather, Orhalcon Stone, BlackDemon's Heart	—
Unwieldy Axe	+30	0	0	-10	0	16	48,000	Hit Rate Down	N/A	—

Armor

Lang's Armor

Armor	Type	UDF	LDF	MEN	AGL	CHA	Weight	Cost	Special	Combo Requirements	Notes
Aura Gauntlets	Arms	+42	0	0	+3	+7	14	40,000	Plague Guard	Holy Gloves, Dark Stone, Desant Silver, Tonki Iron Sand	—
Bandage	Arms	+2	0	0	0	0	10	160	None	N/A	Lang's starting armor
Bandit Greaves	Legs	0	+33	0	+22	+4	11	7,240	None	Gold Leggings, Raw Tourmaline, Unkar Stone, Bodiga Silk Cloth, Zorda Hide	—
Bandit Mail	Body	+33	+29	+33	0	+11	11	3,600	None	Spit Guard, Gorum Hemp Cloth (x5), Oble Gold Dust, Raw Tourmaline, Unkar Stone, Zorda Hide, Raw Emerald	—
Battle Greaves	Legs	0	+21	0	+14	+3	10	3,000	None	Long Boots, Sodan Poison Cloth, Raw Ruby, Broot Shell, Oble Gold Dust	Darakin WS (with VIP Card)

ARMOR	TYPE	UDF	LDF	MEN	AGL	CHA	WEIGHT	COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Beastlord Armor	Body	+72	+60	+72	0	+24	15	86,000	Anti-Berserk (Group), Anti-Fear (Group)	Flare Jacket, EarthThunder Stone, Gan Meteorite Iron, Yahku Holy Cloth, Force Crystal, Raw Diamond	Trade for at Jinga
Black Gauntlets	Arms	+54	0	0	+6	-8	16	73,200	Dark Guard	Omega Fists, Force Crystal, Earth Dragon Wing, Eben Silver Ore, Gargoh Cloth	—
Blade Fists	Arms	+34	0	0	0	+6	14	20,000	STR Boost 1	Steel Fist, Maubourg Iron, Holy Stone	—
Bone Jacket	Body	+48	+43	+45	0	+2	13	25,000	Paralysis Guard	Plate Jacket, Cress Rock, Cherry-Red Cloth, Hellbeast Bone, Iron Fang Stone, Galma Gold Dust	Yuno WS
Brass Rerebrace	Other	+16	0	0	0	0	6	4,000	None	N/A	Darakin Citadel, from Kenjiro
Chain Jacket	Body	+38	+32	+36	0	+12	12	10,000	None	Bandit Mail, Zorda Hide, Suzna Ice Stone, Cress Rock	Darakin Citadel, from Kenjiro
Commander's Helmet	Other	+48	0	0	0	0	8	120,000	None	N/A	—
Cyclone Gauntlets	Arms	+28	0	0	+12	+5	13	12,500	Wind Guard	Emerald Gloves, Zorda Hide, Cherry-Red Cloth, Hellbeast Bone	—
Dark Hunter Shoes	Legs	0	+69	0	+46	-8	15	60,200	Dark Guard	Warrior's Boots, Sevti Sheet Metal, Chibe Gold Bullion, EarthThunder Stone	—
Dazzling Leggings	Legs	0	+60	0	+40	+7	14	40,000	Dark Guard	Silver Greaves, Edo Steel, Liaza Magic Cloth, Dark Stone	Tanza WS
Demon Armor	Body	+81	+69	+81	0	+6	16	130,000	Dark Guard	Last Element, Orhalcon Stone, Red-Hot Stone, Belkran Stone	—
Divine Hope	Arms	+60	0	0	0	+10	12	164,000	Item Grabber	Divine Arm Guard, Heaven's Secret	Lang's best armor
Duel Leggings	Legs	0	+72	0	+48	+16	15	70,000	Reverse-HP	Dark Hunter Shoes, Gan Meteorite Iron, Yahku Holy Cloth, Mad Venom, Force Crystal	Trade for at Jinga
Elegant Sleeves	Arms	+20	0	0	0	+16	12	12,000	CHA Boost Lvl 1	Knuckle Guard, Sodan Poison Cloth, Darm Sheet Metal, Oble Gold Dust, Telma Crystal, Raw Tourmaline	Darakin WS (with VIP Card), Kravia Gipelli WS
Emerald Gloves	Arms	+24	0	0	0	+4	12	7,500	Poison Guard	Gauntlets, Raw Emerald, Suzna Ice Stone, Maubourg Iron, Silver Stone	Darakin Citadel, from Kenjiro
Evil Boots	Legs	0	+81	0	+54	-10	15	112,000	MP Cost Down 1	Glaring Leggings, Wind Spirit Stone, Gabnas Leather, BlackDemon's Heart, Cle Meteorite Iron	—
Face Plate	Other	+12	0	0	0	0	6	2,000	None	N/A	Darakin Accessories Shop (after Mt. Gabel)
Feather Boots	Legs	0	+48	0	+32	+6	13	20,200	None	Plate Leggings, Requal White Cloth, Holy Stone	Darakin WS
Flare Jacket	Body	+72	+49	+66	0	+22	14	64,000	Fire Guard	Silver Plate, Edo Steel, Gold Scarab Powder, Desant Silver, Tonki Iron Sand, Chabel Iron Ore, Sevti Sheet Metal	Tanza WS
Formal Brace	Arms	+5	0	0	0	+12	10	1,400	None	Studded Knuckles, Gorda Wood, Noth Rock	Darakin Citadel WS
Gauntlets	Arms	+24	0	0	-2	0	13	5,000	None	Elegant Sleeves, Unkar Stone, Bodiga Silk Cloth, Zorda Hide	—
Glaring Leggings	Legs	0	+78	0	+52	+9	16	94,000	Dark Guard	Shoes of Virtue, Fargoh Cloth, Holy King's Gem, Black Opal, Orhalcon Stone	Trade for coins at Paradise Isle
Gold Finger	Arms	+34	0	0	0	+5	12	20,000	Hit Rate Up 1	Emerald Gloves, Zorda Hide, Cress Rock	—
Gold Leg Guard	Legs	0	+39	0	+26	+5	12	9,800	None	Bandit Greaves, Zorda Hide, Suzna Ice Stone, Cress Rock, Silver Stone	—
Gold Leggings	Legs	0	+30	0	+20	+14	11	10,500	None	Iron Geta Shoes, Broot Shell, Jedo Metal, Unkar Stone	Darakin WS (with VIP Card), Kravia Gipelli WS
Golden Vest	Body	+53	+52	+56	0	+26	13	38,000	CHA Cut, Blind Guard	Studded Plate, Raw Emerald, Maubourg Iron, Moble Silver Cloth	Kravia Gipelli WS
Gorgeous Jacket	Body	+16	+16	+22	0	+32	10	3,800	CHA Boost	Leather Chest, Zuvel Fur	Darakin Citadel WS
Gorget	Other	+40	0	0	0	0	2	65,000	None	N/A	
Guardian's Arm	Arms	+56	0	0	0+8	+10	15	114,000	None	Warrior's Hand, Red-Hot Stone, Cle Meteorite Iron, Ndiga King Stone	Trade for coins at Paradise Isle
Hard Leather Boots	Legs	0	+18	0	+12	+2	10	2,400	Long Boots, Sodan	Poison Cloth, Raw Ruby, Jedo Metal	Darakin WS (with VIP Card)
Hard Leather Vest	Body	+20	+15	+18	0	+6	11	2,600	Wind Guard	Gorgeous Jacket, Sodan Poison Cloth, Darm Sheet Metal, Oble Gold Dust	—
Heavy Gauntlets	Arms	+40	0	0	-4	+6	14	24,800	None	Blade Fists, Heaven Stone, Nervel Carcass	—
Hero's Bandana	Other	+8	0	0	0	0	6	800	None	N/A	Darakin Citadel Accessory Shop
Holy Gloves	Arms	+40	0	0	+3	+7	14	36,500	Blind Guard, Fear Guard	Heavy Gauntlets, Raw Alexandrite, Edo Steel, Liaza Magic Cloth, Gold Scarab Powder	Tanza WS
Iron Geta Shoes	Legs	0	+27	0	-20	+3	11	4,000	AGL Loss	Chain Leggings, Gorum Hemp Cloth, Telma Crystal, Zoar Hide	—
Kaiser Knuckles	Arms	+30	0	0	+4	+12	13	13,800	Search Art	Emerald Gloves, Cress Rock, Cherry-Red Cloth, Requal White Cloth, Iron Fang Stone, Galma Gold Dust	Yuno WS
Kilt	Other	0	+20	0	0	0	7	6,000	None	N/A	Yuno WS
Knee Guards	Other	0	+28	0	0	0	7	25,000	None	N/A	Kravia WS
Knuckle Guard	Arms	+16	0	0	0	+3	11	3,600	None	Wet Gloves, Zuvel Fur, Alma Iron Ore, Gorum Hemp Cloth, Sodan Poison Cloth, Darm Sheet Metal, Raw Ruby, Telma Crystal	—
Last Element	Body	+78	+66	+78	0	+26	16	110,000	HP Recover	Life-Armor, Meteorite, Fargoh Cloth, Black Opal, Gabnas Leather	Trade for coins at Paradise Isle
Leather Armor	Body	+14	+12	+12	0	+4	10	1,200	None	Leather Chest, Noth Rock, Izumo Bronze, Alma Iron Ore	—
Leather Brace	Arms	+22	0	0	-2	+3	12	4,200	None	Knuckle Guard, Sodan Poison Cloth, Jedo Metal, Zoar Hide	Darakin WS (with VIP Card)
Leather Chest	Body	+11	+7	+6	0	0	10	920	None	Padded Jacket, Noth Rock	Nohl WS
Leather Gloves	Arms	+4	0	0	0	0	10	320	None	Bandage, Zuvel Fur, Black Star Sand	Nohl WS
Leather Helm	Other	+4	0	0	0	0	6	300	None	N/A	—
Life-Armor	Body	+75	+63	+75	0	+25	14	94,000	Dark Guard, Plague Guard	Saint's Garb, Yahku Holy Cloth, Raw Diamond, Earth Dragon Wing, Eben Silver Ore, Holy King's Gem	—
Lizard Chest Guard	Body	+30	+25	+30	0	+4	12	6,600	Fire Guard	Spit Guard, Noth Rock, Gorum Hemp Cloth, Oble Gold Dust, Zoar Hide	Darakin WS (with VIP Card)
Long Boots	Legs	0	+15	0	+10	+2	10	1,600	None	Short Boots, Zuvel Fur, Izumo Bronze, Alma Iron Ore, Darm Sheet Metal	Darakin Citadel WS
Mail Jacket	Body	+4	+3	0	0	0	10	180	None	N/A	Lang's starting armor
Metal Jacket	Body	+24	+14	+21	-2	+7	11	3,400	Stun Guard	Hard Leather Vest, Raw Ruby, Broot Shell, Jedo Metal	—
Normal Shoes	Legs	0	+6	0	0	0	10	140	None	N/A	Lang's starting armor
Ogre Mask	Other	+44	0	0	0	0	8	84,000	None	N/A	—
Omega Fists	Arms	+48	0	0	+5	+8	15	62,000	None	Shining Gloves, Gan Meteorite Iron, Yahku Holy Cloth, Mad Venom, Raw Diamond	Trade for at Jinga
Padded Gloves	Arms	+10	0	0	0	0	11	2,200	None	Studded Knuckles, Zuvel Fur, Noth Rock, Izumo Bronze, Sodan Poison Cloth	Nohl WS
Padded Jacket	Body	+6	+5	4	0	0	10	360	None	Mail Jacket, Gorda Wood, Zubel Fur	Nohl WS
Pauldrons	Other	+32	0	0	0	0	7	40,000	None	N/A	Tanza WS
Plate Jacket	Body	+40	+40	+39	-4	+13	12	15,000	None	Bandit Mail, Bodiga Silk Cloth, Zorda Hide, Maubourg Iron, Silver Stone	Darakin Citadel, from Kenjiro
Plate Leggings	Legs	0	+45	0	+20	+5	12	14,800	None	Whirlwind Shoes, Hellbeast Bone, Iron Fang Stone, Galma Gold Dust	Yuno WS
Power Gloves	Arms	+14	0	0	0	+3	11	3,200	None	Wet Gloves, Zuvel Fur, Alma Iron Ore, Gorum Hemp Cloth, Sodan Poison Cloth, Raw Ruby, Broot Shell	—

Lang's Armor cont.

Armor	Type	UDF	LDF	MEN	AGL	CHA	Weight	Cost	Special	Combo Requirements	Notes
Protector Boots	Legs	0	+51	0	+34	+6	13	23,600	Guard Up 1	Feather Boots, Maubourg Iron, Moble Silver Cloth	—
Raging Roar	Body	+96	+80	+90	0	0	13	220,000	Post Battle HP	Sacred Roar, Heaven's Secret	Lang's best armor
Ruler Leggings	Legs	0	+84	0	+56	+10	14	126,000	AP Attack	Evil Boots, Red-Hot Stone, Belkran Stone, Evil Jungo Stone	—
Ruler's Gauntlets	Arms	+52	0	0	+6	+9	16	82,400	Guard Break 2	Black Gauntlets, Meteorite, Holy King's Gem, Black Opal, Gabnas Leather	—
Sacred Heart	Body	+87	+75	+87	0	+29	14	180,000	Dark Guard	Ultimate Plate, Cle Meteorite Iron, Ndiga King Stone, Evil Jungo Stone	—
Saint's Garb	Body	+69	+58	+69	0	+30	15	79,000	Dark Guard	Flare Jacket, Barl Iron Ore, Sevti Sheet Metal, EarthThunder Stone	Trade for coins at Paradise Isle
Shadow Boots	Legs	0	+36	0	+24	+4	12	8,500	None	Gold Leggings, Raw Tourmaline, Unkar Stone, Zorda Hide, Raw Emerald, Suzna Ice Stone, Maubourg Iron, Cress Rock	Darakin Citadel, from Kenjiro
Shining Gloves	Arms	+46	0	0	+5	+8	15	45,000	Light Guard	N/A	—
Shining Gloves	Arms	+46	0	0	+5	+8	16	55,000	Light Guard	Holy Gloves, Desant Silver, Chabel Iron Ore, Chibe Gold Bullion, EarthThunder Stone	—
Shoes of Virtue	Legs	0	+75	0	+50	+9	16	82,000	STR Bonus	Duel Leggings, Raw Diamond, Earth Dragon Wing, Eben Silver Ore, Meteorite	—
Short Boots	Legs	0	+10	0	+4	+5	10	740	None	Skunky Shoes, Gorda Wood, Noth Rock, Izumo Bronze, Black Star Sand	Nohl WS
Silver Guards	Arms	+38	0	0	+3	+14	15	30,000	Berserk Guard	Heavy Gauntlets, Galma Gold Dust, Cib Silver Crystal, Raw Alexandrite	—
Silver Greaves	Legs	0	+57	0	+38	+7	13	34,500	Spellbind Guard	Steel Leggings, Eriah Crystal, Cib Silver Crystal, Raw Alexandrite	Kravia WS
Silver Plate	Body	+59	+52	+57	0	+24	13	45,000	Dark Guard	Studded Plate, Requal White Cloth, Hellbeast Bone, Moble Silver Cloth, Vigantes Fur, Cib Silver Crystal, Raw Alexandrite	Kravia WS
Skunky Shoes	Legs	0	+3	0	-4	-14	9	20	HP Cut 1	N/A	Darakin Junk Shop
Speed King	Body	+44	+39	+42	+10	+14	13	20,000	Agility Boost 1	Plate Jacket, Cherry-Red Cloth, Iron Fang Stone	—
Spit Guard	Body	+27	+21	+27	0	+9	11	5,800	Antidote (Group)	Metal Jacket, Noth Rock, Alma Iron Ore, Darm Sheet Metal, Telma Crystal	Darakin WS (with VIP Card)
Steel Fist	Arms	+32	0	0	0	+6	14	16,400	None	Kaiser Knuckles, Meriah Crystal, Moble Silver Cloth	Darakin WS
Steel Headband	Other	+24	0	0	0	0	7	10,000	None	N/A	Darakin WS
Steel Helmet No. 10	Other	+36	0	0	0	0	8	52,000	None	N/A	Trade for coins at Paradise Isle
Steel Leggings	Body	0	+54	0	+30	+6	13	28,900	None	Plate Leggings, Maubourg Iron, Holy Stone, Vigantes Fur, Nervel Carcass	—
Stone Alpines	Legs	0	+87	0	+28	+10	13	150,000	Anti-Petrify (Group)	Ruler Leggings, Belkran Stone, Ndiga King Stone, Evil Jungo Stone	—
Studded Knuckles	Arms	+6	0	0	0	+6	10	880	None	Leather Gloves, Izumo Bronze	Nohl WS
Studded Plate	Body	+60	+41	+48	-4	+16	13	30,000	None	Speed King, Suzna Ice Stone, Cress Rock, Iron Polish Powder, Hellbeast Bone, Holy Stone	—
Suede Boots	Legs	0	+12	0	+10	+20	10	400	None	Short Boots, Zuvel Fur, Alma Iron Ore	—
Tattered Vest	Body	+4	+4	+4	0	-6	8	400	CHA Cut	N/A	Darakin Junk Shop
Titan's Armor	Body	+63	+54	+63	0	+21	14	58,000	Earth Guard	Silver Plate, Edo Steel, Dark Stone, Suvick Cord, Chabel Iron Ore	—
Ultimate Plate	Body	+84	+72	+84	0	+28	15	150,000	None	Demon Armor, BlackDemon's Heart, Lord Crystal, Ndiga King Stone	—
Valiant Peace	Legs	0	+96	0	+60	+10	12	180,000	Recovery Up	Stone Alpines, Heaven's Secret	Lang's best armor
Valor Plate	Body	+57	+51	+54	0	+22	14	40,000	None	Studded Plate, Maubourg Iron, Vigantes Fur, Heaven Stone	—
War Chestplate	Body	+64	+50	+60	0	+20	14	50,000	None	Silver Plate, Raw Alexandrite, Dark Stone, Desant Silver	Tanza WS
War Handguard	Arms	+44	0	0	+4	+8	16	46,200	None	Holy Gloves, Desant Silver, Suvick Cord, Chabel Iron Ore, Sevti Sheet Metal	—
War Leggings	Legs	0	+63	0	+42	+7	14	45,800	None	Silver Greaves, Edo Steel, Gold Scarab Powder, Desant Silver, Suvick Cord	—
Warrior's Boots	Legs	0	+66	0	+44	+8	14	52,400	None	Silver Greaves, Edo Steel, Desant Silver, Tonki Iron Sand, Chabel Iron Ore, Barl Iron Ore	—
Warrior's Hand	Arms	+54	0	0	+7	+9	15	94,000	None	Ruler's Gauntlets, Wind Spirit Stone, Orhalcon Stone, BlackDemon's Heart, Belkran Stone	—
Wet Gloves	Arms	+4	0	0	0	-8	8	400	INT Cut	N/A	Darakin Garbage Pile
Whirlwind Shoes	Legs	0	+42	0	+36	+5	12	12,500	Wind Guard	Bandit Greaves, Zorda Hide, Maubourg Iron, Cherry-Red Cloth, Requal White Cloth	—

Maya's Armor

Armor	Type	UDF	LDF	MEN	AGL	CHA	Weight	Cost	Special	Combo Requirements	Notes
Alus's Robe	Body	+150	0	+60	0	+90	24	206,000	HP Recover, UDF Boost 2, LDF Boost 2	Heavenly Silk, Heaven's Secret	Maya's best armor
Amber Cloak	Body	+85	0	+34	0	+51	23	28,800	STR Boost 1	Sorcerer's Robe, Bodiga Silk Cloth, Holy Stone, Demarn Amber	Yuno WS, Darakin WS
Arrest Boots	Legs	0	+80	+10	+40	+20	25	38,200	Thunder Guard	Blue Leather Shoes, Suzna Ice Stone, Vigantes Fur, Liaza Magic Cloth	Kravia WS
Aura Cloak	Body	+120	0	+48	0	+72	26	82,800	AP Boost 1	Maiden's Robe, Maubourg Iron, Sevti Sheet Metal, Force Crystal	Trade for at Jinga
Barrier Soles	Legs	0	+92	+12	+46	+23	27	57,200	Barrier	Arrest Boots, Cib Silver Crystal, Dark Stone, Suvick Cord, Chabel Iron Ore, EarthThunder Stone	—
Beast Mantle	Body	+65	0	+26	0	+24	22	7,600	Vs. Beasts	Forest Cloak, Izumo Bronze, Telma Crystal, Cress Rock	Darakin Citadel, from Kenjiro
Blue Leather Shoes	Legs	0	+74	+10	+38	+19	24	34,300	Venom Guard, Water Guard	Jeweled Pumps, Maubourg Iron, Iron Fang Stone, Holy Stone, Vigantes Fur, Raw Alexandrite	Kravia Gipelli WS
Blue Water Robe	Body	+90	0	+36	0	+54	23	34,200	Water Guard	Amber Cloak, Zorda Hide, Maubourg Iron, Vigantes Fur	—
Boots of Wisdom	Legs	0	+72	+9	+36	+18	24	28,000	None	Jeweled Pumps, Raw Emerald, Requal White Cloth, Iron Fang Stone, Nervel Carcass	Trade for coins at Paradise Isle
Chain Sandals	Legs	0	+60	+8	+26	+15	23	10,600	None	Spiked Shoes, Unkar Stone, Cress Rock, Cherry-Red Cloth, Galma Gold Dust	—
Cloth Hat	Other	+6	0	0	0	0	10	600	None	N/A	Darakin Citadel Jewel Shop
Cotton Leg Wraps	Other	0	+22	0	0	0	7	8,000	None	N/A	Darakin WS
Dark Princess	Body	+136	0	+52	0	+20	30	108,000	Light Guard, Vs. Demons	Saint's Garb, Barl Iron Ore, Earth Dragon Wing, Fargoh Cloth	—
Dirty Clothes	Body	+20	0	+12	0	-8	16	400	None	N/A	Darakin Junk Shop
Dyed Clothes	Body	+25	0	+8	0	+12	20	1,300	None	N/A	Darakin Citadel WS
Elbow Pads	Other	+26	0	0	0	0	7	18,000	None	N/A	Kravia WS
Elemental Shoes	Legs	0	+84	+11	+42	+21	25	45,000	None	Arrest Boots, Meriah Crystal, Nervel Carcass	Tanza WS
Empress Robe	Body	+110	0	+44	0	+74	25	63,800	Anti-Seal (Group)	Vampire's Robe, Holy Stone, Tonki Iron Sand, Sevti Sheet Metal	—

ARMOR	TYPE	UDF	LDF	MEN	AGL	CHA	WEIGHT	COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Feather Cloak	Body	+75	0	+30	0	+45	22	18,500	None	Beast Mantle, Bodiga Silk Cloth, Silver Stone, Hellbeast Bone, Iron Fang Stone	—
Feathered Hat	Other	+18	0	0	0	0	6	6,000	None	N/A	Yuno WS
Five Star Shoes	Legs	0	+108	+14	+54	+27	30	102,000	Post Battle HP	Shadow Leapers, Liaza Magic Cloth, Black Opal, BlackDemon's Heart	—
Forest Cloak	Body	+60	0	+24	0	+36	21	5,700	Earth Guard	Thunder Robe, Darm Sheet Metal, Bodiga Silk Cloth, Maubourg Iron	Darakin Citadel, from Kenjiro
Goddess Heels	Legs	0	+124	+15	+58	-14	26	140,000	Dark Guard	Treasure Shoes, Sevti Sheet Metal, Raw Diamond, Ndiga King Stone	—
Gorgeous Dress	Body	+32	0	+18	0	+40	20	10,200	UDF Boost 1, LDF Boost 1	Dyed Clothes, Zuvel Fur, Gorum Hemp Cloth, Raw Ruby, Oble Gold Dust	Darakin WS (with VIP Card)
Heavenly Robe	Body	+140	0	+56	0	+84	30	156,000	None	Shining Robe, Sevti Sheet Metal, Orhalcon Stone, Sand Dragon Eye	—
Heavenly Shoes	Legs	0	+138	+15	+60	+30	24	180,000	Anti-Bewitch (Group), Stop Guard Break (Group)	Goddess Heels, Heaven's Secret	Maya's best armor
Heavenly Silk	Body	+145	0	+58	0	+87	26	184,000	Anti-Stun (Group)	Heavenly Robe, Gan Meteorite Iron, Force Crystal, Evil Jungo Stone	—
Hot Boots	Legs	0	+41	+5	+20	+10	21	4,300	Water Guard	Silly Shoes, Gorum Hemp Cloth, Jedo Metal, Raw Tourmaline	Darakin WS (with VIP Card)
Jeweled Pumps	Legs	0	+63	+8	+32	+16	23	18,800	None	Wind Boots, Raw Tourmaline, Raw Emerald, Cherry-Red Cloth, Hellbeast Bone, Holy Stone	Yuno WS
Leather Boots	Legs	0	+28	+3	+10	+5	20	1,300	None	Simple Cloth Shoes, Gorda Wood, Gorum Hemp Cloth, Darm Sheet Metal	—
Leather Gauntlets	Other	+10	0	0	0	0	6	1,000	None	N/A	Darakin Accessories Shop (after Mt. Gabel)
Leather Hood	Other	+14	0	0	0	0	6	4,000	None	N/A	Darakin Citadel, from Kenjiro
Leather Shoulders	Body	+43	0	+18	0	+27	20	3,900	None	Gorgeous Dress, Gorum Hemp Cloth, Broot Shell, Raw Tourmaline, Bodiga Silk Cloth	Darakin WS (with VIP Card)
Lizard Cloak	Body	+50	0	+20	0	+22	21	4,500	Fire Guard	Leather Shoulders, Telma Crystals, Unkar Stone, Zorda Hide	Darakin WS (with VIP Card)
Long Underwear	Other	0	+30	0	0	0	7	24,000	None	N/A	Tanza WS
Magical Panties	Other	0	+34	0	0	0	8	32,000	None	N/A	Trade for coins at Paradise Isle
Maid's Apron	Other	+40	0	0	0	0	8	100,000	None	N/A	—
Maiden's Robe	Body	+115	0	+46	0	+69	26	73,000	Paralysis Guard, Seal Guard	Vampire's Robe, Liaza Magic Cloth, Tonki Iron Sand, Chabel Iron Ore, Chibe Gold Bullion	—
Metal Cloak	Body	+70	0	+28	0	+42	22	10,000	None	Beast Mantle, Silver Stone, Cherry-Red Cloth, Requal White Cloth	Combine Only
Native Clothes	Body	+28	0	+10	0	+15	20	1,500	None	Dyed Clothes, Zuvel Fur, Gorum Hemp Cloth, Darm Sheet Metal	—
Platform Boots	Legs	0	+44	+6	+22	+11	22	4,900	None	Hot Boots, Telma Crystal, White Stardust, Zorda Hide, Suzna Ice Stone	Combine Only
Purple Boots	Legs	0	+35	+4	+16	+8	21	3,100	Poison Guard	Wooden Shoes, Sodan Poison Cloth, Zoar Hide	—
Rubber Soles	Legs	0	+48	+6	+24	+12	22	5,500	None	Hot Boots, Sodan Poison Cloth, Telma Crystal, Zoar Hide, Bodiga Silk Cloth, Cress Rock	Darakin Citadel, from Kenjiro
Saint's Garb	Body	+125	0	+50	0	+75	28	96,000	Thunder Guard	Aura Cloak, Vigantes Fur, Gan Meteorite Iron, Raw Diamond	—
Scorching Boots	Legs	0	+68	+26	+34	+42	243	24,000	Fire Guard	Jeweled Pumps, Suzna Ice Stone, Iron Fang Stone, Vigantes Fur	Darakin WS
Shadow Leapers	Legs	0	+120	+13	+52	-10	28	90,000	Dark Guard	Wizard's Shoes, Tonki Iron Sand, Gan Meteorite Iron, Gabnas Leather	—
Shamaness Headband	Other	+38	0	0	0	0	8	54,000	None	N/A	—
Shining Robe	Body	+135	0	+54	0	+81	32	124,000	Dark Guard	Dark Princess, Dark Stone, Orhalcon Stone, Red-Hot Stone	—
Silk Robe	Body	+36	0	+16	0	+32	20	3,300	Berserk Guard	Gorgeous Dress, Gorum Hemp Cloth, Zoar Hide	—
Silly Shoes	Legs	0	+38	+5	+18	+9	21	3,700	None	Purple Boots, Oble Gold Dust, Zoar Hide, Unkar Stone	Darakin WS (with VIP Card)
Silver Robe	Body	+95	0	+38	0	+57	24	41,600	Anti-Venom (Group)	Amber Cloak, Iron Fang Stone, Moble Silver Cloth, Vigantes Fur, Crib Silver Crystal	Kravia Gipelli WS
Simple Cloth Shoes	Legs	0	+24	+2	+8	+4	20	600	None	N/A	Darakin Citadel WS
Sorcerer's Robe	Body	+80	0	+32	0	+48	22	24,000	MP Cost Down 1	Metal Cloak, Maubourg Iron, Hellbeast Bone, Galma Gold Dust, Moble Silver Cloth	Yuno WS
Spiked Shoes	Legs	0	+52	+7	+26	+13	22	6,100	None	Rubber Soles, Alma Iron Ore, Raw Ruby, Condark Mercury, Silver Stone	Darakin Citadel, from Kenjiro
Starlight Boots	Legs	0	+88	+11	+44	+22	25	59,600	Anti-Spellbind (Group)	Arrest Boots, Nervel Carcass, Raw Alexandrite, Suvick Cord, Barl Iron Ore	—
Treasure Shoes	Legs	0	+112	+14	+56	+28	30	120,000	None	Five Star Shoes, Chabel Iron Ore, Gabnas Leather, Cle Meteorite Iron	—
Vampire's Robe	Body	+122	0	+42	0	+12	25	56,000	HP Siphon, STR Boost 2	White Garb, Bodiga Silk Cloth, Gold Scarab Powder, Suvick Cord	Tanza WS
White Garb	Body	+100	0	+40	0	+60	24	48,000	MEN Boost 1	Blue Water Robe, Requal White Cloth, Moble Silver Cloth,	Kravia WS
Wind Boots	Legs	0	+56	+7	+28	+14	23	8,240	Wind Guard	Spiked Shoes, Bodiga Silk Cloth, Cress Rock, Iron Polish Powder	—
Wiseman's Socks	Legs	0	+96	+22	+48	+24	27	63,000	INT Boost 1	Barrier Soles, Maubourg Iron, Sevti Sheet Metal, Yahku Holy Cloth Raw Alexandrite, Edo Steel	Trade for at Jinga
Wizard's Shoes	Legs	0	+100	+24	+50	+25	28	76,000	INT Boost 2	Wiseman's Socks, Moble Silver Cloth, Chibe Gold Bullion, Earth Dragon Wing	—
Wooden Shoes	Legs	0	+32	+4	+14	+7	20	2,500	None	Leather Boots, Raw Ruby, Broot Shell	Darakin WS (with VIP card)
Worn-Out Shoes	Legs	0	+12	+3	-4	-10	16	900	AP Cost Cut 1	N/A	Darakin Junk Shop

Kazan's Armor

ARMOR	TYPE	UDF	LDF	MEN	AGL	CHA	WEIGHT	COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Battle Sash No. 100	Other	+40	0	0	0	0	8	78,000	None	N/A	—
Battle Sash	Other	+32	0	0	0	0	7	36,000	None	N/A	Tanza WS
Black Belt Doublet	Body	+60	0	+20	0	+10	20	5,800	None	Simple Doublet, Zuvel Fur, Gorum Hemp Cloth, Telma Crystal	Darakin WS (with VIP Card)
Blue Dragon	Body	+100	0	+38	0	+19	24	48,400	Add Water, Venom Guard	Jet Black Outfit, Raw Tourmaline, Cress Rock, Iron Fang Stone, Cib Silver Crystal	Kravia WS
Chainmail Sandals	Legs	0	+68	+8	+48	+16	22	18,000	None	Gold Chips, Silver Stone, Iron Fang Stone, Holy Stone	Yuno WS
Cloth Headband	Others	+12	0	0	0	0	6	1,000	None	N/A	Darakin Accessories Shop (after Mt. Gabel)
Combat Outfit	Body	+116	0	+46	0	+23	22	74,000	Vs. Humans	Sun Fighter, Moble Silver Cloth, Raw Alexandrite, Liaza Magic Cloth, Suvick Cord, Sevti Sheet Metal	—
Cursed Shadow	Body	+128	0	+52	0	-8	27	104,200	HP Siphon, STR Boost 2	Lightning Outfit, EarthThunder Stone, Gan Meteorite Iron, Black Opal	—
Cyclone Doublet	Body	+108	0	+42	0	21	25	60,800	AGL Boost 1, Wind Guard	Sun Fighter, Galma Gold Dust, Nervel Carcass, Suvick Cord	—
Dark Shadow Shoes	Legs	0	+52	+6	+36	+12	20	7,000	None	Red Ball Shoes, Bodiga Silk Cloth, Raw Emerald, Cress Rock	Darakin Citadel, from Kenjiro
Dark Stalkers	Legs	0	+124	+15	+87	-12	24	148,000	Dark Guard, Anti-Spellbind (Group)	Dark Stalkers, Desant Silver, Eben Silver Ore, Evil Jungo Stone	—

Kazan's Armor cont.

Armor	Type	UDF	LDF	MEN	AGL	CHA	Weight	Cost	Special	Combo Requirements	Notes
Death Duel	Body	+144	0	+58	0	+29	25	180,000	Reverse HP	Fighting Spirit, Raw Diamond, Gabnas Leather, Evil Jungo Stone	—
Dragon Shoes	Legs	0	+80	+10	+57	+19	24	23,800	STR Boost 1	Chainmail Sandals, Silver Stone, Holy Stone, Vigantes Fur, Cib Silver Crystal, Raw Alexandrite	Kravia WS
Dragonlord Shoes	Legs	0	+132	+15	+90	+30	23	180,000	Add Stun, Charge Heal	Dark Stalkers, Heaven's Secret	Kazan's best armor
Fiery Red Doublet	Body	+88	0	+32	0	+16	22	31,000	AP Cost Down 1	Venom Fist, White Stardust, Silver Stone, Moble Silver Cloth	Yuno WS
Fighting Shoes	Legs	0	+56	+7	+39	+13	21	9,000	Vs. Beasts	Red Ball Shoes, Jedo Metal, Bodiga Silk Cloth, Suzna Ice Stone, Requal White Cloth	Darakin Citadel, from Kenjiro
Fighting Spirit	Body	+136	0	+56	0	+28	26	140,000	Vs. Demon	God Fist Doublet, Eben Silver Ore, Fargoh Cloth, Lord Crystal	—
Forest Boots	Legs	0	+76	+9	+54	+18	22	24,000	Add Wind	Chainmail Sandals, Cress Rock, Requal White Cloth, Galma Gold Dust, Cib Silver Crystal	—
Foul Doublet	Body	+44	0	+18	0	-14	16	500	Hit Rate Down	N/A	Darakin Citadel Junk Shop
Gaia Soles	Legs	0	+92	+11	+66	+22	24	42,400	Add Earth	White Silver Shoes, Demarn Amber, Cib Silver Crystal, Liaza Magic Cloth, Sevti Sheet Metal	Trade for coins at Paradise Isle
God Fist Doublet	Body	+132	0	+54	0	+27	28	118,000	Dark Guard	Cursed Shadow, Desant Silver, Wind Spirit Stone, Gabnas Leather	—
Gold Cross	Body	+80	0	+28	0	+28	22	2,200	Anti-Paralysis	Serpent Doublet, Darm Sheet Metal, Raw Emerald, Cress Rock, Hellbeast Bone	Kravia Gipelli WS
Gold Dragon	Body	+68	0	+25	0	+24	20	9,600	Berserk Guard	Black Belt Doublet, Broot Shell, Zoar Hide	Darakin WS (with VIP Card)
Golden Chips	Legs	0	+64	+8	+45	+22	22	15,600	CHA Boost 1, AP boost 1	Fighting Shoes, Telma Crystal, Maubourg Iron, Iron Fang Stone, Galma Gold Dust	Kravia Gipelli WS
Grappler Shoes	Legs	0	+112	+14	+81	+27	26	81,000	Vs. Demons	Thunder Shoes, Moble Silver Cloth, Sevti Sheet Metal, Wind Spirit Stone	—
Half-Gauntlets	Other	+24	0	0	0	0	7	20,000	None	N/A	Darkin WS
Jet Black Outfit	Body	+92	0	+34	0	-4	23	36,800	Guard Up 1	Fiery Red Doublet, Zoar Hide, Iron Polish Powder, Heaven Stone	Yuno WS
Knuckle Sleeper	Body	+112	0	+44	0	+22	25	67,000	Add Sleep	Sun Fighter, Meriah Crystal, Nervel Carcass, Raw Alexandrite, Chabel Iron Ore	—
Kung Fu Shoes	Legs	0	+44	+5	+30	+10	19	4,000	None	Straw Sandals, Gorda Wood, Alma Iron Ore	Darakin WS (with VIP Card)
Leather Doublet	Body	+76	0	+26	0	13	21	14,000	None	Gold Dragon, Telma Crystal, Bodiga Silk Cloth, Raw Emerald, Cherry-Red Cloth	Darakin Citadel, from Kenjiro
Leather Greaves	Other	0	+20	0	0	0	7	12,000	None	N/A	Yuno WS
Leather Taping	Other	+16	0	0	0	0	6	2,200	None	N/A	Darakin Citadel, from Kenjiro
Leon King Doublet	Body	+120	0	+48	0	+24	26	85,000	None	Combat Outfit, Raw Alexandrite, Chibe Gold Bullion, Earth Dragon Wing	Trade for at Jinga or for coins at Paradise Isle
Leon Pathfinders	Legs	0	+100	+12	+72	+24	26	54,400	Hit Rate Up 2	Gaia Soles, Galma Gold Dust, Dark Stone, EarthThunder Stone, Yahku Holy Cloth	Trade for at Jinga
Lifespring Shoes	Legs	0	+96	+12	+69	+23	26	59,200	Petrify Guard	White Silver Shoes, Nervel Carcass, Gold Scarab Powder, Chabel Iron Ore, Sevti Sheet Metal, EarthThunder Stone	—
Lightning Outfit	Body	+124	0	+50	0	+25	27	96,000	Add Thunder, Thunder Guard	Leon King Doublet, Suvick Cord, Yahku Holy Cloth, Holy King's Gem	—
Martial Art Shoes	Legs	0	+88	+11	+63	+21	25	36,200	Vs. Giants	Dragon Shoes, Meriah Crystal, Moble Silver Cloth, Cib Silver Cloth, Chabel Iron Ore	—
Old Sandals	Legs	0	+26	+5	+2	-10	15	800	AGL Cut	N/A	Darakin Junk Shop
Raging Fire	Legs	0	+116	+14	+84	+28	25	100,600	AP Boost 1	Grappler Shoes, Raw Alexandrite, Yahku Holy Cloth, Cle Meteorite Iron	—
Red Ball Shoes	Legs	0	+48	+6	+33	+21	20	5,000	Antidote	Kung Fu Shoes, Oble Gold Dust, Raw Tourmaline	Darakin WS (with VIP Card)
Red Loincloth	Other	+36	0	0	0	0	8	54,000	None	N/A	Trade for coins at Paradise Isle
Ruffian's Headband	Other	+28	0	0	0	0	7	30,000	None	N/A	Kravia WS
Safari Outfit	Body	+96	0	+36	0	+18	23	42,000	Fire Guard, Anti-Blind (Group)	Jet Black Outfit, Telma Crystals, Cress Rock, Nervel Carcass	—
Serpent Doublet	Body	+72	0	+24	0	+12	21	12,000	Add Fire	Gold Dragon, Bodiga Silk Cloth, Suzna Ice Stone, Maubourg Iron	Darakin Citadel, from Kenjiro
Seven Stars	Body	+152	0	+60	0	+30	24	220,000	Anti-Petrify (Group), HP Recover	Death Duel, Heaven's Secret	Kazan's best armor
Simple Doublet	Body	+56	0	+16	0	+8	20	N/A	None	N/A	Kazan's starting armor
Sneaking Shoes	Legs	0	+60	+7	+42	+14	21	12,000	First Strike	Fighting Shoes, Zoar Hide, Zorda Hide, Iron Fang Stone	—
Steel Shoes	Legs	0	+104	+13	+75	+25	27	62,000	None	Leon Pathfinders, Cib Silver Crystal, Sevti Sheet Metal, Meteorite	—
Straw Sandals	Legs	0	+36	+4	+24	+8	20	N/A	None	N/A	Kazan's starting armor
Sun Fighter	Body	+104	0	+40	0	+20	24	54,600	AP Cost Down 1	Safari Outfit, Requal White Cloth, Iron Fang Stone, Vigantes Fur, Dark Stone	Tanza WS
Thunder Shoes	Legs	0	+108	+13	+78	+26	25	70,000	Thunder Guard	Steel Shoes, Raw Alexandrite, Chibe Gold Bullion, Holy King's Gem	—
Venom Fist	Body	+84	0	+30	0	-10	22	25,200	Add Poison, Antidote (Group)	Serpent Doublet, Oble Gold Dust, Unkar Stone, Cress Rock, Cherry-Red Cloth, Iron Fang Stone	—
Wedge Spikes	Legs	0	+72	+9	+51	+17	23	21,200	Vs. Chitin	Chainmail Sandals, Zorda Hide, Requal White Cloth, Vigantes Fur	Darakin WS
White Silver Shoes	Legs	0	+84	+10	+60	+28	24	32,000	Dark Guard	Dragon Shoes, Cherry-Red Cloth, Moble Silver Cloth, Edo Steel	Tanza WS

Sharon's Armor

ARMOR	TYPE	UDF	LDF	MEN	AGL	CHA	WEIGHT	COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Aura Arms	Arms	+27	0	0	0	+14	15	75,000	UDF Boost 1	Gala Sleeves, Gold Scarab Powder, Gabnas Leather, Belkran Stone	Trade for coins at Paradise Isle
Bandit Bandana	Other	+15	0	0	0	0	6	12,000	None	N/A	Darakin WS
Black Chest	Body	+70	+62	+29	0	-20	13	142,500	Dark Guard	Wonder Bikini, Fargoh Cloth, Orhalcon Stone, Evil Jungo Stone	—
Black Shades	Legs	0	+32	0	+130	-10	14	106,000	Dark Guard	Burning Chips, Raw Diamond, Black Opal, Ndiga King Stone	—
Blizzard Gloves	Arms	+28	0	0	0	+20	16	84,000	Dark Guard, Spellbind Guard	Aura Arms, Desant Silver, Wind Spirit Stone, Sand Dragon Eye	—
Burning Chips	Legs	0	+28	0	+112	+14	15	92,400	AP Boost 1	Deep Blue, Force Crystal, Meteorite, Belkran Stone	—
Cowboy Hat	Other	+18	0	0	0	0	6	20,000	None	N/A	Kravia WS
Cyclone Bustier	Body	+50	+42	+21	+20	+84	113	45,400	Wind Guard	Tiger Bikini, Raw Tourmaline, Iron Fang Stone, Suvick Cord	—
Deep Blue	Legs	0	+27	0	+108	+14	16	82,000	Water Guard	Wing Heels, Raw Alexandrite, Yahku Holy Cloth, Red-Hot Stone	—
Dynamite Bikini	Body	+60	+52	+26	0	+124	15	80,000	CHA Boost 2, Sleep Guard, Seal Guard	Silver Bikini, Gold Scarab Powder, Sevti Sheet Metal, Wind Spirit Stone	Trade for coins at Paradise Isle
Emerald Sandals	Legs	0	+24	0	+96	+12	13	53,200	Wind Guard	Gold Pumps, Heaven Stone, Desant Silver, Force Crystal	Trade for at Jinga
Enamel Bustier	Body	+46	+38	+19	0	+76	10	34,600	Thunder Guard	Leather Chest, Raw Ruby, Requal White Cloth, Holy Stone, Cib Silver Crystal	Kravia WS
Fang Guard	Arms	+21	0	0	0	+11	12	30,000	Poison Guard	Lace Gloves, Silver Stone, Moble Silver Cloth, Chabel Iron Ore	—
Fishnet Tights	Legs	0	+20	0	+80	+22	11	31,800	INT Boost 1	Flared Sandals, Silver Stone, Holy Stone, Edo Steel	Tanza WS
Flared Sandals	Legs	0	+19	0	+76	+10	10	22,000	Fire Guard	Wood Blocks, Suzna Ice Stone, Requal White Cloth, Holy Stone, Nervel Carcass	Kravia WS
Gala Sleeves	Arms	+32	0	0	0	-4	14	62,400	Wind Guard	Stone God Gloves, Dark Stone, Eben Silver Ore, Black Opal	—
Gold Bikini	Body	+58	+54	+23	0	+120	11	49,000	CHA Boost 1, Paralysis Guard	Tiger Bikini, Requal White Cloth, Vigantes Fur, Gold Scarab Powder, Suvick Cord, Chibe Gold Bullion	—
Gold Pumps	Legs	0	+28	0	+72	+24	14	45,200	CHA Boost 1, Venom Guard	Fishnet Tights, Vigantes Fur, Dark Stone, Desant Silver, Sevti Sheet Metal, Chibe Gold Bullion	—
Gold Tights	Other	0	+24	0	0	0	7	52,000	None	N/A	—
Hard Breastplate	Body	+44	+36	+18	0	+72	10	28,200	None	Leather Chest, Gorum Hemp Cloth, Raw Tourmaline, Holy Stone	Darakin WS
Iron Princess	Body	+72	+60	+30	0	+120	12	186,000	Light Guard, Guard Up 2	Black Chest, Heaven's Secret	Sharon's best armor
Knight Breastguard	Body	+62	+54	+27	0	+108	16	94,000	HP Boost 1	Dynamite Bikini, Cib Silver Crystal, EarthThunder Stone, BlackDemon's Heart	—
Lace Gloves	Arms	+20	0	0	0	+32	11	28,000	CHA Boost 1	Thick Gloves, Requal White Cloth, Vigantes Fur, Raw Alexandrite, Gold Scarab Powder	Tanza WS
Laminated Plate	Body	+52	+44	+22	0	+88	12	50,200	None	Tiger Bikini, Zorda Hide, Vigantes Fur, Suvick Cord, Chabel Iron Ore	—
Leather Chest	Body	+40	+32	+16	0	+64	10	N/A	None	N/A	Sharon's starting armor
Leather Panties	Other	0	+28	0	0	0	8	67,000	None	N/A	Trade for coins at Paradise Isle
Lion Heart	Body	+56	+48	+24	0	+96	13	62,200	AP Cost Down 1	Gold Bikini, Silver Stone, Liaza Magic Cloth, Raw Diamond	Trade for at Jinga
Lioness Gloves	Arms	+24	0	0	0	+12	13	48,600	STR Boost 1	Pure White Sleeves, Cib Silver Crystal, Desant Silver, Force Crystal	Trade for at Jinga
Lizard Sandals	Legs	0	21	0	+84	+11	12	32,600	Water Guard	Flared Sandals, Requal White Cloth, Meriah Crystal, Edo Steel, Desant Silver	—
Marine Pumps	Legs	0	+17	0	+68	+9	10	12,400	None	Wood Blocks, Bodiga Silk Cloth, Holy Stone, Moble Silver Cloth	Darakin WS
Master's Garter	Other	0	+32	0	0	0	8	92,000	None	N/A	—
Pirate Boots	Legs	0	+22	0	+88	+11	12	38,000	None	Fishnet Tights, Iron Fang Stone, Meriah Crystal, Suvick Cord, Sevti Sheet Metal	—
Plate Gloves	Arms	+22	0	0	0	+11	12	36,200	None	Lace Gloves, Cherry-Red Cloth, Moble Silver Cloth, Liaza Magic Cloth, Barl Iron Ore	—
Pure White Sleeves	Arms	+23	0	0	0	+18	13	42,000	None	Lace Gloves, Raw Emerald, Silver Stone, Nervel Carcass, Liaza Magic Cloth, EarthThunder Stone	—
Queen Heels	Legs	0	+34	0	+120	+15	12	184,000	Anti-Petrify (Group), No Surprises	Black Shades, Heaven's Secret	Sharon's best armor
Queen Sleeves	Arms	+34	0	0	0	+15	12	120,000	Recovery Up	Wild Sakura, Heaven's Secret	Sharon's best armor
Silk Armband	Other	+21	0	0	0	0	7	40,000	None	N/A	Tanza WS
Silver Bikini	Body	+58	+50	+25	0	+110	14	71,500	Spellbind Guard	Lion Heart, Galma Gold Dust, Chabel Iron Ore, Chabel Iron Ore, Fargoh Cloth,	—
Skin Gloves	Arms	+16	0	0	0	0	+8	10	None	N/A	Sharon's starting armor
Slimy Chest	Body	+6	+4	+2	0	-8	8	4,200	HP Cut 1	N/A	—
Slimy Gloves	Arms	+4	0	0	0	-6	8	3,000	None	N/A	—
Spike Gloves	Arms	+19	0	0	0	+6	11	15,600	None	Skin Gloves, Telma Crystal, White Stardust, Cherry-Red Cloth, Raw Alexandrite	Kravia WS
Steel Platforms	Legs	0	+25	0	+100	+13	14	62,800	AGL Cut	Emerald Sandals, Gold Scarab Powder, Gan Meteorite Iron, Eben Silver Ore	—
Sticky Shoes	Legs	0	+4	0	+12	-30	8	4,400	AGL Cut 1	N/A	—
Stone God Gloves	Arms	+30	0	0	-8	+13	14	59,000	Earth Guard, Petrify Guard	Lioness Gloves, Chabel Iron Ore, Raw Diamond, Meteorite	—
Thick Gloves	Arms	+18	0	0	0	+9	10	16,000	Water Guard	Skin Gloves, Gorum Hemp Cloth, White Stardust, Meriah Crystal	Darakin WS
Tiger Bikini	Body	+48	+40	+20	0	+80	11	40,000	Stun Guard	Hard Breastplate, Telma Crystal, Hellbeast Bone, Cib Silver Cloth	Tanza WS
Wild Sakura	Arms	+29	0	0	0	+15	14	98,000	Bewitch Guard	Blizzard Gloves, Chibe Gold Bullion, Fargoh Cloth, Ndiga King Stone	—
Wing Heels	Legs	0	+26	0	+140	+13	15	70,600	AGL Boost 2	Steel Platforms, Chabel Iron Ore, Earth Dragon Wing, Orhalcon Stone	Trade for coins at Paradise Isle
Wonder Bikini	Body	+64	+56	+28	0	+112	14	118,000	AGL Boost 1	Knight Breastguard, Chabel Iron Ore, Black Opal, Lord Crystal	—
Wood Blocks	Legs	0	+16	0	+64	+8	10	N/A	None	N/A	Sharon's starting armor

Ayne's Armor

ARMOR	TYPE	UDF	LDF	MEN	AGL	CHA	WEIGHT	COST	SPECIAL	COMBO REQUIREMENTS	NOTES
Evil Banishers	Legs	0	+124	+10	+30	+15	12	144,000	Dark Guard, Anti-Venom (Group), Anti-Paralysis (Group)	Underworld Fauld, Heaven's Secret	Ayne's best armor
Fools Skirt	Legs	0	+10	-6	+2	-12	8	52,000	HP Drain	N/A	—
Gold Mail	Other	+32	0	0	0	0	8	98,000	None	N/A	—
Guardian Armbands	Arms	+110	0	+13	0	+13	14	87,000	Spellbind Guard, Bewitch Guard	Iron Arm Bands, Galma Gold Dust, Sevti Sheet Metal, Sand Dragon Eye	Trade for coins at Paradise Isle
Headset	Other	+24	0	0	0	0	6	74,000	None	N/A	—
Holy Armbands	Arms	+130	0	+15	0	+15	12	150,000	Art Attack Up, Reverse HP Defense	Roaring Flash, Heaven's Secret	Ayne's best armor
Iron Arm Bands	Arms	+100	0	+12	0	+12	13	72,000	None	Venus Armbands, Maubourg Iron, Suvick Cord, Eben Silver Ore, Red-Hot Stone	—
Iron Fists	Other	+28	0	0	0	0	7	86,000	None	N/A	Trade for coins at Paradise Isle
Leather Girdle	Other	+21	0	0	0	0	6	52,000	None	N/A	—
Red Lotus Armband	Arms	+90	0	+11	0	+11	12	64,000	Fire Guard	Wind Armbands, Maubourg Iron, Dark Stone, Force Crystal, Fargoh Cloth	—
Roaring Flash	Arms	+120	0	+14	0	+14	13	112,000	Anti-Death, STR Boost 1	Guardian Armbands, Moble Silver Cloth, Chibe Gold Bullion, Ndiga King Stone	—
Silver Fauld	Legs	0	+100	+8	+26	+20	14	93,000	Anti-Spellbind (Group)	Valor Fauld, Holy Stone, Yahku Holy Cloth, Cle Meteorite Iron	Trade for coins at Paradise Isle
Sun Fauld	Legs	0	+70	+5	+20	+10	10	65,000	Fire Guard	Warrior Fauld, Broot Shell, Vigantes Fur	Trade for at Jinga
Underworld Fauld	Legs	0	+120	+9	+28	-10	13	112,000	Dark Guard	Silver Fauld, Meriah Crystal, Force Crystal, Ndiga King Stone	—
Valor Fauld	Legs	0	+90	+7	+24	+12	13	86,000	Anti-Fear (Group)	N/A	—
Venus Armbands	Arms	+80	0	+10	0	+10	11	56,200	Blind Guard	Wind Armbands, Jedo Metal, Lonkon Powder, Force Crystal	Trade for at Jinga
Violet Fauld	Legs	0	+80	+6	+22	+11	12	72,000	Antidote (Group)	Warrior Fauld, Bodiga Silk Cloth, Liaza Magic Cloth, Earth Dragon Wing, Wind Spirit Stone	—
Warrior Fauld	Legs	0	+50	+3	+16	+8	10	N/A	None	N/A	Ayne's starting armor
Wind Armbands	Arms	+60	0	+8	0	+8	10	N/A	Wind Guard	N/A	Ayne's starting armor

Items

Accessories and Charms

Charms have the ability to imbue various skills. Most of these skills are dormant and can be developed only by using the Charm's active power. Unless otherwise indicated, only the first listed ability is active when a Charm is purchased. All subsequent skills must be learned through experience with the Charm.

NOTE

Offensive and Defensive Skills associated with Charms must be selected in the Skills menu in order to be used.

ITEM	COST	WEIGHT	EFFECTS	NOTES
Adept Bangle	5,000	12	Recovery Up, Anti-Blind, Gentle Precision, MP, Heal	Darakin Citadel, from Kenjiro
Alarm Badge	14,800	14	No Surprises, MP Cost Down 2, Hit MP Restore	—
Armor Charm	1,800	10	AP Guard, UDF Boost 1, LDF Boost 1	—
Arts Earring	20,400	16	Art Attack Up, Lucky Hit, Bloodsucker, CHA Bonus	—
Ascetic's Orb	10,800	13	AP Cost Up 2, Anti-Stun, Skill EXP, EXP Thief	Thunder Mine
Assault Bangle	5,200	12	Anti-Berserk (Group), Confusion Guard, Guard Break 1, Kamikaze	Darakin Citadel, from Kenjiro
Avarice Jewel	2,500	10	Item Increase, Sleep Guard, Anti-Venom	
Babble Necklace	7,300	13	Anti-Seal (Group), MP Cost Down 1, AGL Boost 1, Gold Thief	—
Banshee Bangle	6,500	12	AP Cost Up 1, Pole Position, Art EXP, MP Siphon	—
Barricade Ring	4,000	12	Lowers attack power, but raises defenses	Darakin Accessories shop (after Mt. Gabel)
Beggar's Bangle	6,800	12	No Added Attack (Group), AGL Bonus, Hit MP Restore, Gold Siphon	—
Black Ring	3,000	11	Provides protection from poison and sleep, but lowers CHA	Darakin Accessories Shop (after Mt. Gabel)
Bonus Bangle	5,800	12	AP Cut 1, Anti-Confusion, 2x Item Effect, AP Thief	Darakin Citadel, from Kenjiro
Chance Jewel	2,300	9	Modifies chance of getting booty from monsters	Darakin Citadel Jewel Shop
Charge Jewel	3,100	11	AP Charge, Spellbind Guard, Anti-Paralysis, HP Boost 1	—
Cool Jewel	2,000	9	Berserk Guard, Paralysis Guard	Darakin Citadel Jewel Shop
Counter Earring	22,800	16	Counter Attack, Cure, Gold Grabber, AGL Bonus	—
Dark Jewel	2,000	11	Guard Rate Down, MP Cost Down 1, AP Defense, HP Thief	—
Dead End Badge	13,600	14	Gold Siphon, Reverse HP Defense, High Power, 2x Item Effect	—
Dodge Charm	1,500	9	Anticipate, Guard Up 1	—
Doomed Necklace	7,500	13	HP Cut 2, MP Boost 2, Encounter Up, HP Bonus	Kravia Accessories Merchant
Eagle Ring	4,000	11	Blind Guard, Search Art, INT Boost 1, HP Boost 1	Darakin Accessories Shop (after Mt. Gabel)
Everlasting Ribbon	19,200	15	No Double Attack (Group), Reverse HP, HP Recover, Max AP	—
Extract Badge	16,800	14	Stop Guard Break (Group), Recover Up, AP Thief, No Encounters	—
Faust Ribbon	20,000	15	MP Drain, INT Boost 2, MP Mover, Out of Control	—
Feeble Jewel	1,800	11	UDF Cut, LDF Cut, MEN Boost 1, Skill EXP	—
Flexible Charm	2,000	11	Paralysis Guard, Reckless Attack, HP Boost 1, Stop Thief	—
Fugitive Necklace	8,300	13	MP Cost Up 2, HP Boost 3, Encounter Down, MP Bonus	Kravia Accessories Merchant

ITEM	COST	WEIGHT	EFFECTS	NOTES
Gambler Earring	32,000	16	Pickpocket, Backup, Item Grabber, HP Bonus	—
Getaway Earring	21,600	16	MP Thief, Pole Position, Chicken, INT Bonus	—
Gladiator Ribbon	17,000	15	Death Guard, AP Increase 3, AP Cost Down 3, HP Thief	Trade for coins at Paradise Isle
Gold Symbol	12,000	14	Anti-Fear (Group), CHA Boost 2, HP Siphon, Pickpocket	Drokonia
Gremlin Badge	16,600	14	Encounter Up, Back Up, Double Gold, HP Mover	Trade for coins at Paradise Isle
Guard Ring	5,000	12	Guard Up 2, First Strike, Anti-Fear, Guard Break 1	—
Guardian Orb	10,000	13	No Guard Break 2 (Group), Fear Guard, HP Defense, Add Gold	Thunder Mine
Healing Ribbon	18,000	15	Cure, Favor Special, MP Boost 3, Charge Heal	—
Hermit's Earring	22,000	16	Meditation, Rest, Normal MP Absorb, DEF Bonus	—
Hero Bangle	6,300	12	No Guard Break 1 (Group), Hit Rate Up 2, Hit HP Restore, STR Bonus	—
Hero's Necklace	8,200	13	STR Cut, Anti-Sleep, AP Boost 2, Hit EXP	—
Hit Badge	15,200	14	Barrier, Hit HP Restore, Hit Gold, Hit EXP	—
Holy Badge	16,200	14	Random Blow, HP Defense, Encounter Up, Item Grabber	Trade for coins at Paradise Isle
Holy Orb	9,300	13	Absolute Hit, Lucky Hit, HP Recover, Chicken	—
Hunter's Orb	N/A	13	Prevent Escape, AP Charge, AGL Boost 2, MP Mover	Thunder Mine
Iron Wall Badge	16,000	14	Shield, AP Cost Down 2, AP Boost 2, AP Attack	—
Jab Charm	1,600	9	Gentle Precision, Suppress Strike	—
Kamikaze Ribbon	17,400	15	Anti-Critical (Group), STR Boost 2, Gold Thief, HP Attack	—
Knockout Badge	14,200	14	MP Siphon, Anti-Seal, Hit Rate Up 2, Guard Break 2	—
Last Hit Symbol	12,600	14	Tail End, Anti-Berserk, First Strike, Spec. MP Absorb	Drokonia
Leech Symbol	12,800	14	HP Drain, Item Increase, All Recovery Up, Guard Cancel	—
Life-Giving Orb	9,600	13	AP Cut 2, Anti-Death, MP Boost 2, Charge Heal	—
Lucky Jewel	3,000	10	Lucky Hit, Anti-Blind, CHA Boost 1	—
Magician's Ribbon	17,200	15	Plague Guard, Special Ability, MP Cost Down 3, MP Recover	Trade for coins at Paradise Isle
Master's Ribbon	17,800	15	Guard Break 2, AGL Boost 2, All Recover Up, EXP Increase	—
Muscle Ribbon	18,800	15	Full Power, Prevent Escape, Favor Normal, Origin EXP	—
Nomadic Necklace	7,500	13	AP Cost Down 2, Spellbind Guard, Reckless Attack, Hit Gold	—
Origin Orb	10,500	13	MEN Cut, Search Art, INT Boost 2, Origin EXP	—
Passion Necklace	7,000	13	Bewitch Guard, Guard Up 1, Hit Rate Up 1, Full Power	Yuno WS
Pickpocket Charm	1,200	8	Item Thief	—
Plague Earring	20,200	16	Anti-Plague (Group), Random Blow, AP Guard, Guard Cancel	—
Plague Orb	8,200	13	Plague Guard, Suppress Strike, Lucky Hit, MP Boost 2	Kravia Accessories Merchant
Poison Charm	400	8	Poison Guard	Nohl WS
Poison Ring	3,500	11	Guards against Poison, Stun Guard, Tail End	Darakin Accessories Shop (after Mt. Gabel)
Power Jewel	2,400	10	High Power, Confusion Guard, Item Thief	—
Prosperous Symbol	12,000	14	AP Cost Down 3, AP Guard, HP Attack, Gold Grabber	—
Protection Badge	13,600	14	Critical Guard, UDF Boost 2, LDF Boost 2, Payback	—
Redeeming Symbol	11,000	14	AGL Cut, AP Increase 3, MP Heal, Counter Attack	—
Rest Badge	14,000	14	Anti-Bewitch (Group), Guard Up 2, Rest, Post Battle HP	—
Rich Earring	30,000	16	Lucky Hit, AP Thief, Double Gold, MP Bonus	—
Rogue's Earring	22,600	16	EXP Thief, Item Thief, Spec. MP Absorb, STR Bonus	—
Sage Symbol	11,800	14	INT Cut, Guard Break 1, MP Boost 3, EXP Increase	Drokonia
Sagely Ribbon	19,500	15	Gauge Charge, Absolute Hit, MEN Boost 2, Double EXP	—
Saintly Orb	9,000	13	Anti-Spellbind (Group), MEN Boost 1, HP Boost 2, MP Thief	Kravia Accessories Merchant
Savior Necklace	8,400	13	Stop Thief, Anti-Critical, STR Boost, Guard Break	Kravia Accessories Merchant
Savior Orb	8,800	13	Death Guard, AP Boost 1, STR Boost 1, Final Blow	Kravia Accessories Merchant
Seeker's Symbol	11,600	14	Normal MP Absorb, MEN Boost 2, Lucky Hit, Art EXP	—
Sharpshooter Charm	1,340	9	Hit Rate Up 1, Escape Rate Up	—
Speed Charm	1,150	8	AGL Boost 1	—
Stone Bangle	5,120	12	Petrify Guard, Sleep Guard, CHA Boost 1, Payback	Darakin Citadel, from Kenjiro
Sure Shot Earring	21,000	16	Final Blow, AP Charge, Post Battle MP, MEN Bonus	—
Survival Orb	9,200	13	Anti-Plague (Group), Reverse HP, AP Cost Down 1, Cure	—
Tiger Jewel	2,100	9	Strength Boost, Stop Thief	Darakin Citadel Jewel Shop
Tough Necklace	7,200	13	Super Armor, Critical Guard, Stun Guard, Anticipation	Yuno WS
Valor Ring	3,500	12	Hit Rate Down, AP Boost 1, Anti-Stun, MEN Bonus	—
Vampire Symbol	10,800	14	Anti-Petrify, AP Defense, Decoy, Blood Sucker	Thunder Mine
Venom Charm	1,500	9	Antidote (Group), Venom Guard	—
Venom Ring	3,800	11	Venom Guard, Fear Guard, Decoy	Darakin Accessories Shop (after Mt. Gabel)
Vigor Charm	800	8	HP Boost	Nohl WS
Warlock Symbol	12,000	14	MP Cut 2, MP Cost Down 3, Escape Insurance, MP Recover	Drokonia
White Bangle	5,300	12	Seal Guard, UDF Boost 1, LDF Boost 1, Rest	Darakin Citadel, from Kenjiro
Winged Ribbon	18,200	15	Super Armor, Add Gold, HP Boost 3, Absolute Strike	—
Winner's Jewel	3,150	11	Post Battle HP, Anti-Confusion, Kamikaze, CHA Bonus	—
Wisdom Bangle	6,120	12	Special Ability, CHA Boost 2, Anti-Petrify, MP Cost Down 2	—
Wizard's Ring	4,600	12	MP Cost Up 1, INT Boost 1, MP Boost 1, INT Bonus	—

Potions and Draughts

Potions are elixirs that can be used both in and out of battle to restore and enhance attributes. Draughts can only be used in combat and are used against enemies to either cause direct damage or to induce Abnormal Statuses.

ITEM	COST	EFFECTS	DESCRIPTION
Angel's Blessing	10,000	Restores 50% HP and MP	A remedy accidentally discovered by a famous alchemist
Angels' Mirade	10,000	Revives any downed allies and restores 50% HP	Miraculous medicine Safarot received from heaven
Attack Bottle	3,000	Raises attack power 20% during battle	Large bottle of perfumed oil that rallies the spirit
Attack Oil	1,000	Raises attack power 10% during battle	Perfumed oil that rallies the spirit to victory
Berserk Cure	200	Cures Berserk	The sap of the balanki tree that soothes rage
Berserk Draught	600	Afflicts an enemy with Berserk	Extract of oniglas mushroom that drives one into a frenzy
Bewitch Cure	250	Cures Bewitch	Kabral's remedy that returns an addled mind to normal
Bewitch Draught	2,000	Afflicts an enemy with Bewitch	Fragrant Adameth water, a famous love potion
Bitter Seed	1,000	Special Use Only	An extremely bitter, white seed from the ohda plant, known for its virulent poison
Blind Cure	120	Cures Blindness	Water with purifying effects, from the lake on Mt. Gabel
Blinding Draught	800	Afflicts an enemy with Blindness	An explosive-like liquid that releases a blinding light
Boost Bottle	8,000	Raises all skills 20% during battle	Large bottle of perfumed oil that brings out potential
Boost Oil	4,000	Raises all skills 10% during battle	Perfumed oil that brings out one's potential
Bronze Barome	2,000	Restores 500 HP to all allies	Barome stone fragment, said to give off a healing light
Confusion Cure	150	Cures Confusion	Healing herb roots, crushed into a calming restorative
Confusion Draught	600	Afflicts an enemy with confusion	Extract of blotch mushroom, known to addle the brain
Curse Remedy	1,000	Cures Spellbind, Bewitch, Petrify, and Plague	Cure-all against curses from the Eastern Church
Dekna Poison	6,000	Lowers an enemy's defense power	A poison that ravages the body
Donzu Poison	6,000	Lowers an enemy's agility	A poison that attacks sensory perception
Fame Bottle	3,000	Raises charisma 20% during battle	Large bottle of perfumed oil that makes one irresistible
Fame Oil	1,000	Raises charisma 10% during battle	Perfumed oil that makes one irresistible to all around
Fear Cure	250	Cures Fear	A substance used by soldiers to stimulate battle lust
Fear Draught	600	Afflicts an enemy with Fear	An extract of aonishki weed that makes one hallucinate
Goddess's Blessing	16,000	Restores 70% HP and MP	A secret remedy, the lifework of a famous alchemist
Goddess's Miracle	25,000	Revives any downed allies and fully restores HP	Miraculous medicine Safarot got during the Holy Crusade
Golden Barome	10,000	Fully restores HP of all allies	A large piece of barome stone
Guard Bottle	3,000	Raises defense power 20% during battle	Large bottle of perfumed oil that toughens the flesh
Guard Oil	1,000	Raises defense power 10% during battle	Perfumed oil that toughens the flesh
Hakshi Poison	6,000	Lowers an enemy's intelligence	A poison that muddles the mind
Heal Bottle	3,500	Restores 2,000 HP	A bottle filled with an extract of Heal Leaf
Heal Leaf	300	Restores 500 HP	The invigorating leaf of the yobe tree; very bitter
Heal Potion	1,000	Restores 1,000 HP	A small flask filled with an extract of Heal Leaf
Heal Powder	100	Restores 200 HP	An energizing, powdered form of Heal Leaf
Hitde Poison	6,000	Lowers an enemy's attack power	A poison that weakens the muscles
Magic Bottle	15,000	Restores 200 MP	A bottle filled with extract of the uplifting bakus leaf
Magic Potion	6,000	Restores 100 MP	Small flask of bakus leaf extract, said to be uplifting
Magic Powder	800	Restores 50 MP	A powdered form of bakus leaf, said to uplift the spirit
Mental Remedy	1,000	Cures Confusion, Berserk, Fear, and Seal	A cure-all that returns the mind to tranquility
Mind Bottle	3,000	Raises mental power 20% during battle	Large bottle of perfumed oil that purifies the mind
Mind Oil	1,000	Raises mental power 10% during battle	Perfumed oil that purifies the mind and brings peace
Panacea	5,000	Cures all Abnormal Status effects	A secret medicine said to cure all that ails one
Paralysis Cure	50	Cures paralysis	Kiyl fruit juice with milk; stimulates the metabolism
Paralysis Draught	600	Afflicts an enemy with Paralysis	A numbing poison made from baizel weed
Petrify Cure	600	Cures Petrify	Powerful salve that returns Petrified tissues to normal
Petrify Draught	3,000	Afflicts an enemy with Petrify	From the eye of Zamedy, who Petrifies with one glance
Physical Remedy	1,000	Cures Sleep, Paralysis, Stun, and Blind	A cure-all beloved of the ardent adventurer
Plague Cure	100	Cures Plague	Small flask filled with a remedy for contagious diseases
Plague Draught	1,000	Afflicts an enemy with plague	The dreaded bacteria of the evil cherbasev disease
Poison Cure	25	Cures Poison	Brewed juiz fruit, said to have detoxifying properties
Poison Draught	500	Afflicts an enemy with Poison	Poison distilled from the venomous extract of Klaw Ants
Quick Bottle	3,000	Raises agility 20% during battle	Large bottle of perfumed oil for agile movement
Quick Oil	1,000	Raises agility 10% during battle	Perfumed oil for agile movement, fast as the wind
Restore Blossom	3,000	Restores 75% HP	Romyl plant blossom that only blooms every several years
Restore Leaf	1,000	Restores 50% HP	Leaf of romyl plant, which bears a miraculous blossom
Restore Potion	12,000	Fully restores HP	Small flask filled with precious Restore Blossom extract
Resurrect Bottle	20,000	Revives downed target and fully restores HP and MP	Legendary medicine that brings the dead back to full life
Revival Bottle	8,000	Revives downed target and fully restores HP	Calls back the departed spirit and fully returns life

ITEM	COST	EFFECTS	DESCRIPTION
Revival Elixir	2,000	Revives downed target and restores 50% HP	Partially calls back the target's departed spirit
Seal Cure	300	Cures Seal	Kabral's secret remedy that stirs up mental energies
Seal Draught	800	Afflicts an enemy with Seal	Extract of zable nut, also called "the uncrackable nut"
Silver Barome	5,000	Restores 1,500 HP to all allies	The raw ore of the rare barome stone
Sleep Cure	60	Cures Sleep	Antiseptic horun leaf whose smell would wake anybody up
Sleep Draught	800	Afflicts an enemy with Sleep	Extract of the groneh flower, also called "Sleep Weed"
Sour Bloom	1,000	Special Use Only	An edible, bright blue flower that can be used as a laxative
Spellbind Cure	400	Cures Spellbind	Holy water from the Eastern Church that dispels evil
Spellbind Draught	1,000	Afflicts an enemy with Spellbind	The powerful hanzaf drug, said to suck out one's soul
Spirit's Blessing	3,000	Restores 30% HP and MP	A precious secret remedy made by a famous alchemist
StrongMenWeakWalls	2,500	Raises attack power, lowers defense power during battle	Remedy that ups the offensive at the expense of defense
Stun Cure	80	Cures Stun	Smelling salts, with stimulating donan and gruda herbs
Stun Draught	600	Afflicts an enemy with Stun	An extract of the foul-smelling broun fruit
Toxin Remedy	350	Cures Poison and Venom	A potent compound of many detoxifying medicinal herbs
Ultimate Blessing	25,000	Cures all Abnormal Statuses and fully restores HP and MP	A remedy that a famous alchemist traded his life to create
Ultimate Miracle	60,000	Revives any downed allies and fully restores HP and MP	Miracle elixir of life, carried by the army of the gods
Venom Cure	50	Cures Venom	A small flask that contains an antidote for deadly Venom
Venom Draught	800	Afflicts an enemy with Venom	Lethal poison made from zvilga sap
WeakMenStrongWalls	2,500	Lowers attack power, raises defense power during battle	Remedy that ups defense at the expense of the offensive
Wisdom Bottle	3,000	Raises intelligence 20% during battle	Large bottle of perfumed oil that sharpens the wits
Wisdom Oil	1,000	Raises intelligence 10% during battle	Perfumed oil that sharpens the wits and makes one wise

Meals and Beverages

In most towns you can purchase special meals that have restorative abilities. Many of these dishes are a much better value than their equivalent potion.

ITEM	COST	EFFECTS	DESCRIPTION
Doplin Lunch	500	Restores 500 HP	The lunchbox is shaped like Bishop Doplin
Double Dream	1,200	Restores 1,200 HP	A double hamburger
Dream Burger	600	Restores 800 HP	Dream's specialty (they want to be a worldwide chain)
Dream Fries	300	Restores 700 HP	Piping hot French fries, fresh from the fryer
Dream Nuggets	700	Restores 550 HP	Bite-sized fried chicken pieces with spicy seasonings
Dream Sandwich	1,000	Restores 1,200 HP	A sandwich with plenty of meat and veggies
Dream Shake	500	Restores 50 MP	A refreshing, lemon yogurt shake
Grilled Lunch	1,200	Restores 1,200 HP	A well-balanced lunch of grilled ribs and salad
Homemade Lunch	500	Restores 2,000 HP	A lunch that Maya made for Lang
King Dream	30,000	Restores 2,500 HP	A triple hamburger
Kinzan Juice	5,000	Restores 150 MP	A mysterious drink that is oddly uplifting
Kravia Kabob	2,000	Restores 3,000 HP	Kravia's famous kabob with its secret-recipe sauce
Large Rice Ball	150	Restores 300 HP	A rice ball so big you have to use both hands

ITEM	COST	EFFECTS	DESCRIPTION
Meat Bun	1,500	Restores 1,800 HP	A steamed bun filled with delicious, juicy meat
Meat Gyoza	800	Restores 1,000 HP	Legendary pot stickers that'll knock you off your feet!
PaiPai's Lunch	15,000	Fully restores HP	Precious lunch PaiPai would only give to someone special
Paradise Lunch	2,000	Restores 1,600 HP	Light lunch that can be eaten while watching the battle
Sailor's Lunch	1,800	Restores 2,000 HP	Keeps well and is a favorite with seafarers
Smirm's Tonic	3,000	Restores 100 MP	This drink puts you into a state of supreme bliss
Smirm's Vodgai	600	Restores 50 MP	A mysterious drink that warms the body
Snowland Lunch	800	Restores 1,500 HP	An extravagant lunch featuring Yuno salmon
Tanza Tea Cake	100	Restores 120 HP	See the famous hot springs when you're in Tanza!
Tatsnam Juice	800	Restores 80 MP	A famous beverage product of Tanza
Traditional Ramen	2,500	Restores 2,800 HP	Once you've had a taste, you'll want more!
Working Lunch	1,000	Restores 3,000 HP	A lunch made by Nancy—she's a surprisingly good cook.

Fruits

Fruits are special items that *permanently* raise attributes. Fruits raise a particular attribute by two points, while Leaves raise an attribute by one point.

ITEM	SELL VALUE	EFFECTS	DESCRIPTION
Leaf of Stamina	2,000	Raises maximum HP	Leaf of the fujul tree that bestows superhuman properties
Fruit of Stamina	4,000	Raises maximum HP	Fruit of the fujul tree that bestows superhuman properties
Leaf of Mysticism	2,000	Raises maximum MP	The kinbu leaf, used by monks in their mental training
Fruit of Mysticism	4,000	Raises maximum MP	The kinbu fruit, used by monks in their mental training
Leaf of Vigor	1,500	Raises maximum attack power	A leaf from the southern continent that toughens warriors up
Fruit of Vigor	3,000	Raises maximum attack power	Fruit from the southern continent that toughens warriors up
Leaf of Defiance	1,500	Raises maximum defense power	Leaf found by an eastern priest that turns flesh to steel
Fruit of Defiance	3,000	Raises maximum defense power	Fruit found by an eastern priest that turns flesh to steel
Leaf of Sagacity	1,500	Raises maximum intelligence	A leaf of the sayeega tree, the "all-knowing tree"
Fruit of Sagacity	3,000	Raises maximum intelligence	The fruit of the sayeega tree, the "all-knowing tree"
Leaf of Mentality	1,500	Raises maximum mental power	A leaf of the baizel weed, called "the sage's source"
Fruit of Mentality	3,000	Raises maximum mental power	The fruit of the baizel weed, called "the sage's source"
Leaf of Swiftness	1,500	Raises maximum agility	A leaf of the kazayomi tree, which hosts a wind spirit
Fruit of Swiftness	3,000	Raises maximum agility	Fruit of the kazayomi tree, which hosts a wind spirit
Leaf of Appeal	1,500	Raises maximum charisma	A leaf of the lindham tree, which bears love blossoms
Fruit of Appeal	3,000	Raises maximum charisma	Fruit of the lindham tree, which bears love blossoms
Fruit of the Gods	10,000	Raises all stats	The kanzekoo fruit that grows only in the land of the gods

Battle and Attack Items

Certain items, such as scrolls and enhancers, can be used only in the middle of battle. Scrolls are primarily offensive weapons, while enhancers tend to increase specific attributes or abilities through the rest of the battle.

Item	Cost	Effects	Description
Attack Booster	10,000	Halves AP consumption during battle	This secret remedy whips up an inexhaustible battle lust
Attack Transformer	8,000	No AP is consumed during the next turn only	A secret medicine that makes the ki of nature your own
Blessing Pill	5,000	Raises attack power and defense power for several turns	This medicine calls up a vengeful guardian angel
BoltStrike Scroll	2,000	Attacks an enemy with elemental Thunder magic	A scroll with Thunder magic sealed within
Burning Heart	3,000	Doubles AP increase during battle	A secret remedy that sets you on fire, body and soul
Courageous Heart	4,000	Adds an additional Art Block during battle	Lets you put your all into the fight!
Flag of Retreat	1,000	Allows safe escape from battle	Creates a diversion and makes it easy to escape
FlameBurst Scroll	1,500	Attacks an enemy with elemental Fire magic	A scroll with Fire magic sealed within
Heaven's Gate	3,000	Temporarily prevents encounters with the enemy	Holy water of the highest purity, used by priests
Heaven's Path	1,000	Temporarily decreases the encounter rate	Holy water from the Eastern Church that drives out evil
Hell's Path	2,000	Temporarily increases the encounter rate	Dark holy water used to summon evil spirits
IceNeedle Scroll	1,500	Attacks an enemy with elemental Water magic	A scroll with Water magic sealed within
Invincibility Pill	5,000	No damage received for several turns	Well-kept secret of a famous, unbeatable martial artist
Life Syringe	50,000	Prevents the target from being downed for one turn only	Inoculation that prevents the spirit from departing
LightFlash Scroll	2,000	Attacks an enemy with elemental Light magic	A scroll with Light magic sealed within
Magic Booster	10,000	Halves MP consumption during battle	This item raises mystic powers to the level of the gods
Magic Transformer	8,000	No MP is consumed during the next turn only	A secret medicine that makes the ki of nature your own
Maiden's Heart	4,000	Doubles amount of restoration during battle	The maiden's chaste prayers speed natural healing
Merchant's Soul	4,000	Doubles gold gained after battle	Greedy spirit that thinks of everything in money-terms
Quick Escape Charm	5,000	Sure escape from all but a few battles	Magic charm a general devised in the middle of a battle
Rainbow Capsule	5,000	Bestows a random benefit on the target	This mysterious item has a different effect every time
Sage's Handbook	4,000	Doubles experience gained after battle	A manual filled with the secrets of how to become a sage
Scroll of Identity	200	Identifies monsters	A scroll with all the world's creatures written on it
ShadowLurk Scroll	2,000	Attacks an enemy with elemental Dark magic	A scroll with Dark magic sealed within
SlicingWind Scroll	1,500	Attacks an enemy with elemental Wind magic	A scroll with Wind magic sealed within
StoneCrush Scroll	1,500	Attacks an enemy with elemental Earth magic	A scroll with Earth magic sealed within
Transparent Pill	5,000	Not targeted by the enemy's attack for several turns	Secret remedy that won't allow your presence to be felt
Unassailable Pill	5,000	Halves damage received for several turns	Gathers up the power of the earth and makes it your own
Vaccine Syringe	30,000	Prevents Abnormal Status effects during battle	Quick-acting, it inoculates against all afflictions

Collectables

Among the items you can collect are rare antiques and unique trophies from the many monsters you kill. You can see these for a hefty profit, if you know who to sell to. For monster parts, the best deals are on the east side of Tanza. Hugo the scientist pays top dollar for the various bits of monster that you collect. For emblems, wooden swords, and other collectables, check with a local weapons merchant for your best value.

Unique and Collectable Items

Item	Sell Price	Description
Ancient Talisman	600	A talisman with an undecipherable spell written on it
Ancient Writing	60	An undecipherable stone tablet, it looks like something from some ancient civilization
Bad-Smelling Flank	120	Filled with foul-smelling organs
Ball of Beginning	7,500	A mysterious ball engraved with reincarnation secrets
Bat Wing	300	A thin bat wing that can be unfolded and stretched open
Beast's Leg	360	A fierce animal's leg, covered with tile-like scales
Big Bean	750	A bean the size of a fist. What will it grow?
Black Bean	975	A suspicious bean. Wonder what it will grow?
Black Bouquet	4,750	A bouquet of black roses, Elliott's favorite kind
Black Heart	150	A black lump that rumbles ominously; some say it's the heart of an evil deity
Blood-Sucker Mask	75	A spooky mask, painted a bloody red
Bonarl Sac	870	They say this organ holds a whole winter's worth of food
Brantle Tube	1,080	An organ in the body that produces a venomous fluid
Burning Spike	4,200	Bright, burning-red spike from the monster's body
Calamity Horn	9,750	Zoan Stoara's; gathers malice and converts it to energy
Cast-Off Chrysalis	150	The chrysalis shell cast off by an adult insect
Cute Tail	675	It's as cute as a fox's tail
Dark Muscles	3,090	Black muscles capable of frightening destruction
Demonic Aggregate	6,450	The materialization of many evil, deep-seated grudges
Demon's Horns	4,800	Crooked, evil-looking horns

Item	Sell Price	Description
Demon's Skull	1,410	The crushed skull of a demon
Diamond Tooth	750	A sharp canine tooth, tougher than steel
Digger's Hand	960	A hand like a mole's paw. Great for digging
Doplin Coin	60,000	A pure-gold coin, engraved with the likeness of Doplin looking pleased with himself
Doplin Doll	420	Probably won't be of any use—what an ugly doll
Doplin's Cloak	2,750	Cloak Doplin gave to Balken, leader of the Blue Knights
Eerie Egg	990	A scary-looking, speckled egg
Electric Fin	300	A thin fin that stores up atmospheric static electricity
Everlasting Lava	5,000	A piece of the lava that makes up Val Kenus's body
Feather of Death	300	Feather used by an assassin to announce his next target
Fire Spirit Pot	120	An unglazed piece of pottery that they say has a fire spirit sealed inside
Fire Spirit Pot	40	An unglazed piece of pottery that they say has a fire spirit sealed inside
Flame Sac	1,260	An organ in the body that produces flame pellets
Fragrant Pollen	675	A monster's very sweet-smelling pollen
Gamedius Crystal	600	A sparkling crystal, thought to be the core of a monster
Gaseous Spores	3,600	Spores produced inside to lift the body off the ground
Ghoul's Skull	720	The eerie necklace you got when you beat the Baki
Giant Eyeball	6,000	A huge eyeball that once belonged to a monster
Gleaming Talon	630	A huge talon, as big as a child's arm
Golden Apple	90	On the outside, it looks like a regular apple, but inside, it's pure gold

ITEM	SELL PRICE	DESCRIPTION
Golden Crest	1,250	The shining-gold emblem of the Golden Knights
Golden Emblem	6,100	Emblem of the Golden Knights, pride of leader, Vixon
Green Glow Moss	8,100	Luminous moss, embodiment of the Mountain Morg spirit
Gross Guts	7,950	The internal organs of the grotesque Slogar
Gubner Tube	600	The internal organ of a monster that produces strong acid
Hawk Eye	675	Super-sharp vision that can spot a needle 10km away
Hellflame Sac	4,500	A pouch in the body for storing up flames
Joprian 1st Order	400	The chief guard's collar emblem, usually a mark of honor
Joprian 2nd Order	120	Collar emblem of guards that have finally earned a post
Joprian 3rd Order	60	Cheap, cloth collar emblem of the lowest-ranking guards
King Cracker	825	Thought to be the finest rice cracker around
Kiserium Organ	6,300	A strange organ that causes a photochemical phenomenon
Lightning Crystal	6,525	Crystallized form of some electric discharge in the body
L'il Lisa Doll	750	An expensive dress-up doll that is all the rage among the nobility
Love Bracelet	2,600	Given to Elfin by Bubba as a symbol of his undying love
Lyps's Tear	3,450	A legendary gem said to be dropped by the rare Lyps
Maspergu Tube	6,750	The oddly enlarged digestive organ of a crustacean
Monster's Pride	825	Small, mysterious bag that contains the monster's pride
Musky, for Men	3,500	A classy, masculine cologne specially prepared by Bubba
Neblesk Organ	1,200	Don't know how, but it seems to make the monster fly
Old Mattock	35	A tool left behind by the person that was digging up the ThunderWind Stone
Old Wooden Sword	5,600	The first sword Rauss ever got from Kazan
Ominous Helmet	6,600	The helmet Rauss wore, with its eerie ornaments
Photo of Marienne	4,500	A photo showing Marienne, with all of her many charms
Radiant Sphere	900	A mysterious, radiant object, the core of a monster
Red Crest	710	The fiery-red emblem of the Red Knights
Red Emblem	3,000	Emblem of the Red Knights, dear to leader Raynof
Reptilian Teeth	1,575	Teeth as jagged as a saw blade
Robnant Crystal	1,275	A wriggling crystal, thought to be the core of a monster
Rock-Hard Muscles	270	Amazing muscles that feel as solid and hard as a rock
Sleeping Pollen	1,050	This pollen smells so sweet it makes you sleepy
Stained Portrait	6,000	Can't really tell, but it looks like it's Velna's family
Thorny Shell	2,370	Extremely hard shell of a monster, covered with thorns
Thunderstone Shard	4,000	Fragment of the ThunderWind Stone that gives off electricity
Tsuchinoko	450	A rarely seen mythical creature that looks like a snake
Vake Rose	7,000	The other-worldly, keepsake flower Stiel carries around
Venomous Pollen	675	Just a little bit of this dangerous pollen will kill you
Very Hard Bone	480	Don't know what bone it is, but it's dreadfully hard
Very Hard Egg	450	A mysterious, fossilized egg
Viscous Liquid	360	A revolting liquid, probably a body fluid of some kind
Weight Sac	1,905	A weighted pouch to keep the monster from going too high
Wind-Handle Staff	135	A tool for controlling the wind. Can only be used by magic users called "Wind Handlers"
Winding Vine	300	A twisting vine that can be stretched out like elastic
Wolf's Tooth	120	The sharp, pointed canine tooth of the carnivore
Zonansk Sphere	1,020	Odd lump of earth that seems to have a will of its own

Furniture and Artwork

Lang has the opportunity to decorate his room in Yuno. The items listed below are a combination of furniture, which can be placed around Lang's room, and artwork, which can be hung on the wall or on his shelves. The vast majority of these items can be found *only* at the auction on Paradise Isle.

ITEM	SELL PRICE	TYPE	DESCRIPTION
A Meal with Romleo	55,000	Artwork	A painting by the impressionist Guney
Big Bear	3,200	Furniture	It looks like a big teddy bear, but actually...
Big Child's Bed	10,000	Furniture	It's a bed designed for a child, but it's very large
Cabey River	50,000	Artwork	A painting by the impressionist Guney
Count Rembreau	65,000	Artwork	A painting by the great artist Lottenberg
Degenerate Reality	59,000	Artwork	A painting by the controversial and unorthodox Mirlo
Diamond Ring	36,000	Artwork	A ring with a pink diamond set in pure gold
Diamond Temple	3,000	Furniture	A photograph of the southern Biron Temple
Dimension Linker	27,000	Furniture	Dubious machine that claims to channel another dimension
Dolpheii Forever	90,000	Artwork	A painting by Millea, the famous artist
Donjak	1,750	Furniture	A melancholy stuffed animal that always looks sad
Ephemeral Hopes	62,500	Artwork	A painting by Elhine, also a famous architect
Filot Plate	30,000	Artwork	Elegant, ornamental dish that depicts the life of Filot
Flower in Buraje	80,000	Artwork	A painting by Millea, the famous artist
Futon Bedding	7,500	Furniture	Simple yet elegant futon bedding on a tatami-mat stand
Gem-covered Dress	37,500	Artwork	A dress encrusted with large rubies and sapphire
Golden Dragon	25,000	Artwork	Ornament made of gold—a dragon flying through the sky
Handwoven Carpet	75,000	Furniture	A fine, luxurious carpet that costs as much as a house
Hanging Scroll	10,000	Furniture	An elegant calligraphy scroll that says "Sublime"
Inscribed Sword	8,400	Furniture	It's probably not authentic, but it's still very nice
Jinjaro Plant	2,900	Furniture	When it blooms, it brings good luck to the family
Kodama's Bonsai	8,500	Furniture	Masterpiece of bonsai-tree art made by the famous Kodama
Lady Borgiov	6,000	Furniture	A portrait of Lady Borgiov, known for her extravagance
Lady Chelsey	75,000	Artwork	A painting by the great artist Lottenberg
Meow Kitty	1,750	Furniture	A likeable little stuffed-animal cat
Monster Fossil	40,000	Artwork	The fossil of a monster said to have destroyed the world
Morning Glory	60,000	Artwork	A painting by Elhine, also famous as an architect
Mysterious Clock	30,000	Artwork	A wind-up clock that, mysteriously, never needs winding
Noa's Adventure	2,500	Furniture	A poster depicting a young woman, Noa, told of in legend
Obsidian Table	22,500	Furniture	A stately table made of carved obsidian
Palatial Bed	20,000	Furniture	A bed decorated with the finest velvet, fit for royalty
Particle Monitor	21,000	Furniture	Spiral part detects some kind of particles
Pink Carpet	11,500	Furniture	A fashionable carpet in shocking pink
PonPon	4,000	Furniture	A cute baby raccoon; actually, it's kind of violent...
Priscilla Poster	3,500	Furniture	A poster of the idolized Darakin singer, Priscilla
Rixelian Plant	4,700	Furniture	Ornamental plant that bears bright flowers in the winter
Rosanne's Clock	35,000	Artwork	A gold clock given to a beloved wife, Rosanne
Rozmed Tablet	45,000	Artwork	A stone tablet said to record the origins of the world
Shigezo's Bonsai	31,000	Furniture	Masterpiece of bonsai-tree art, made by famous Shigezo
St. Joprian's Cup	46,500	Artwork	A cup said to have been used at the birth of Joprian
Statue of Arkuslam	42,500	Artwork	Statue of an evil deity; legacy of an underground race
Superhero Tinio	1,200	Furniture	A tin figure that used to be a favorite, but is worn out now
Tatami Mats	7,500	Furniture	Traditional Tanza flooring of thick, woven straw mats
Tekecha Plant	3,100	Furniture	A jungle plant with a tropical feel
Tiger Skin Rug	22,500	Furniture	Don't know if it's real or fake, but it's quite a thing
Venus	3,250	Furniture	A plant that traps insects to eat with its sticky sap
Whimsical Table	6,000	Furniture	A cute, precocious table
Wooden Table	11,000	Furniture	A tasteful, low table, solid and sturdy-looking
Wool Bedspread	5,000	Furniture	A top-of-the-line bedspread of high-quality wool
Wretched Ponelot	60,000	Artwork	A painting by the controversial and unorthodox Mirlo

Books

Many magazines, books, and publications lie scattered about the world of *Legaia 2*. Virtually every time you read one, you can glean some new useful bit of information. In the case of Recipe books, each party member typically learns one new dish. If you have older cooking books in your inventory when you acquire a new character, have the new character stop to read. He or she can learn new dishes that will greatly assist in your travels.

Book Types

There are four different kinds of books and cards—*Informative*, *Recipes*, *Puzzle*, and *Special*. Informative books give you vital clues about the overall *Legaia 2* storyline. Recipes offer your party new recipes. Each recipe book nets your party up to five new dishes. *Puzzle* books help you solve specific puzzles within a dungeon. These types of books are particularly concentrated in the Kabel Ruins. Finally, Special items are those with abnormal effects or even combat applications.

Books and Cards

ITEM	TYPE	DESCRIPTION
Adventurer's Log 1	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Adventurer's Log 2	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Adventurer's Log 3	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Boundless Love	Informative	A diary in very expensive-looking binding. Marienne's diary. It smells like sweet vanilla.
Cooking Today	Recipe	A book of recipes. Welcome help for tired homemakers.
Crazy about Stew	Recipe	A book of recipes. Filled with warming winter recipes such as soups and stews.
Darakin Rag—Autumn	Informative	A magazine published quarterly by the kingdom. Expounds the wonders of the kingdom to the masses.
Darakin Rag—Winter	Informative	A magazine published quarterly by the kingdom. A magazine containing various news about the kingdom.
Enjoying Gardening	Informative	A book about gardening. Apparently, gardening is making a quiet comeback.
Explorer's Notes 1	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Explorer's Notes 2	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Explorer's Notes 3	Puzzle	A journal written on old parchment paper. It's ragged and the cover is missing.
Old Map	Puzzle	A rough map of the Sewers left by someone who got lost there.
On the Road Again	Puzzle	The travel journal of the world-famous adventurer Miura.
Point Card	Special	Gives the enemy the amount of damage shown on the card. Rack up card points when you buy items in the shops!
Popular Edo Dishes	Recipe	A book filled with beloved recipes of the southern Edo natives.
Prehistoric Study	Informative	A treatise on the Kabel, the lost civilization.
Soiled Letter	Informative	A letter from the guard Kafil to his family.
The Royal Gourmet	Recipe	A book of recipes. The only cookbook left by the legendary chef Epicurio.
Upper Crust Desserts	Recipe	A collection of luxurious, gourmet dessert recipes.
VIP Card	Special	A card only given out to the best customers. Show the card to maybe see a different offering of goods.

Miscellaneous

Many items are added to your inventory as you complete quests or access new areas of the map. These items cannot be sold and remain with you for the remainder of the game.

ITEM	DESCRIPTION
Aerolith	Also called the Sacred Teal Stone. Has the power to bring forth a tempest.
Aqualith	Also called the Sacred Azure Stone. Has the power to create springs.
Bitter Fruit	Acrid, bitter fruit. Not much use for this.
Blowfish Weed	A rare plant, much loved by the Lyps. It swells up like a round blowfish when touched.
Blue Gate Key	An old key that opens a sluice gate.
Blue Sky Shard	Unlocks the mystery of the Earth Crest, the legacy of the Kabel race.
Book of Eden	Sharon's handwritten book of the secret "Lord of Eden" technique.
Book of Fear	Sharon's handwritten book of the secret "Fearful Arc" technique.
Book of Rose	Sharon's handwritten book of the secret "Windmill Rose" technique.
Heaven's Teachings	Ayne's tablet of the secret "Firestorm" axe technique.
Confidence Tonic	A stimulating, spicy tonic that makes one aggressive.
Confidence+ Tonic	Instantly makes an average person supremely self-assured.
Dead Flowers	Withered, dead flowers that aren't of much use.
Divine Bluelce Gem	A precious, holy jewel that holds forever-unmelting ice.
Divine Gem of Dawn	A precious, holy jewel that holds the light of the never-setting sun.
Divine Scarlet Gem	A precious, holy jewel that holds an everlasting flame.
Earth's Teachings	Ayne's tablet of the secret "Power Blade" axe technique.
Emblem of Nobility	A crest that represents the fallen, noble Rohsen family.
Gold Key	A gorgeously ornamented key that unlocks the iron grate to the annex.
Golden Groneh Drug	A powerful drug dubbed the secret to immortality.
Gunang Weed	Medicinal herb needed to make the remedy for Apolu Fever.
Kravian Pass	A license to pass into Kravia, issued by the new bishop.
Lightning Tear	Also known as "Dragon's Tear," this has the power to absorb lightning.
Lypster	A baby Lyps. It takes a hundred years to mature.

ITEM	DESCRIPTION
Mizel Red Sand	Legendary sand only found in the western regions and can stop the malice the forest gives off.
Pedometer	A wondrous instrument that records the number of steps taken.
Prison Key	A small, old key that's used in some prison.
Pyrolith	Also called the Sacred Burning Stone; has the power to bring forth flames.
Red Gate Key	An old key used to open a sluice gate.
Reik Flowers	Painting by Soldy, his greatness recognized posthumously.
Rotten Fruit	A useless, squishy, rotten piece of fruit.
Secrets of Dragon	Lang's scroll of the secret "Sleeping Dragon" sword technique of the Sky Fang school.
Secrets of Fang	Lang's scroll of the secret "Raging Fang" sword technique of the Sky Fang school.
Secrets of Thunder	Lang's scroll of the secret "Divine Bolt" sword technique of the Sky Fang school.
Spell of Dark	Maya's spell scroll. Contains the spell "Nether Gate."
Spell of Earth	Maya's spell scroll. Contains the spell "Dust to Dust."
Spell of Fire	Maya's spell scroll. Contains the spell "Dancing Flames."
Spell of Thunder	Maya's spell scroll. Contains the spell "Raging Sky."
Spell of Water	Maya's spell scroll. Contains the spell "Absolute Zero."
Star Bandana	A bandana with a star on it.
ThunderWind Stone	The heart of the pirate ship, it converts the power of thunder into propulsion.
Timid Tonic	Makes one cowardly.
Timid+ Tonic	Instantly makes a self-assured person cowardly.
Way of Quake	Kazan's book of the secret "Earthshaker" fighting technique of the Heaven Valor school.
Way of Rage	Kazan's book of the secret "Fists of Rage" fighting technique of the Heaven Valor school.
Way of Thunder	Kazan's book of the secret "Hyper Blast" fighting technique of the Heaven Valor school.
Wind Talisman	Charm that calms the raging wind through Gale Canyon.
Yellow Gate Key	An old key used to open a sluice gate.

Materials

Most items you collect from fallen monsters are basic building materials with which to upgrade your weapons and equipment at any Weapons Shop. Although the materials have considerable value, use them to construct powerful new weapons and items.

ITEM	SELL VALUE	DESCRIPTION
Alma Iron Ore	100	Base material for making iron. Found in Gale Canyon.
Anvenus Gem	25,000	Mysterious, precious gem that houses an unknown spirit.
Barl Iron Ore	2,600	Iron ore used in ferroalloys. Found in the Thunder Mine.
Beldnuk	5,000	Ingredient in an immortality potion. Found in Drokonia.
Belkran Stone	14,000	A charm left behind by a hero. Found in Demiurge Tower.
Black Opal	6,400	A large, dark opal, famous in Phorchoon.
Black Star Sand	60	Medicine found in Gale Canyon. Used in restoratives.
BlackDemon's Heart	11,100	The heart of an evil deity. Found in Demiurge Tower.
Bodiga Silk Cloth	300	Bodiga-weave cloth of silk found deep underground.
Broot Shell	100	The armor-like shell of the broot, found on Mt. Gabel.
Calemb Grass	1,600	A mystical, medicinal herb found around Kravia.
Chabel Iron Ore	5,000	Iron ore found around Tanza. Dubbed "Gleaming Stone."
Chabu Liquid	650	A dangerous, powerful drug found in stagnant places.
Cherry-Red Cloth	300	Cherry-colored cloth, dyed in a Mt. Gabel waterfall.
Chibe Gold Bullion	2,000	Combustible gold bullion found in the Thunder Mine.
Cib Silver Crystal	1,000	A crystal that shines silver. Found deep underground.
Cle Meteorite Iron	15,000	Iron extracted from cle meteorites. In Demiurge Tower.
Condark Mercury	150	Cloudy mercury found in stagnant places such as sewers.
Cress Rock	210	A shining, gold-like rock found in the Forest Maze.
Dark Stone	3,000	An eerie crystal. Found around Kravia.
Darm Sheet Metal	100	Extremely durable sheet metal. Made in Darakin.
Demarn Amber	450	Precious amber. Found around Yuno.
Desant Silver	1,000	Silver refined from silver dust. Found around Kravia.
Earth Dragon Wing	6,000	The wing of an Earth Dragon. Found around Drokonia.
EarthThunder Stone	3,200	Formed when thunder hit earth. Found in the Thunder Mine.
Eben Silver Ore	4,200	An extremely precious silver. Found around Drokonia.
Edo Steel	800	A light, strong steel made in Kravia.
Eternal Flame	2,600	A flame-red rock found around Drokonia.
Evil Jungo Stone	22,000	Turns saints to monsters. Famous among peddlers.
Fargoh Cloth	7,500	The famous, costly cloth of Phorchoon.
Force Crystal	5,000	A mysterious Drokonian crystal that forms a force field.
Gabnas Leather	7,000	Tanned hide of a rare wind beast found in Ellsworth.
Galma Gold Dust	300	Extremely valuable gold dust. Found in the Forest Maze.
Gan Meteorite Iron	5,000	Iron from meteorites. Found around Jinga.
Gelatin Oil	800	Body fluid of an inorganic creature found underground.
Gold Scarab Powder	1,000	Powdered carcasses of gold scarabs. Found in Kravia.
Gorda Wood	40	Can be found in Hunter's Wood. Good for making furniture.
Gorum Hemp Cloth	75	The famous Gorum-weave hemp cloth of Darakin.
Guwo Solution	3,200	A special liquid solution found in the Thunder Mine.
Heaven Stone	700	A rare stone with hallucinogenic effects. Found in Yuno.
Heaven's Secret	?	A rare gem, said to have fallen from heaven.
Hellbeast Bone	150	Fossilized monster bone. Found in the Forest Maze.
Holy King's Gem	6,000	A famous gem of Phorchoon, offered up to the Holy King.
Holy Stone	1,000	A stone that gives off a holy light. Found around Yuno.
Immortality Potion	6,500	Medicine of immortality, the rare treasure of Phorchoon.
Iron Fang Stone	160	An extremely hard ore found in the Forest Maze.
Iron Polish Powder	160	A powder used for polishing. Found in the Forest Maze.
Izumo Bronze	75	The base elements of bronze. Found in Gale Canyon.
Jedo Metal	200	A heavy, flexible ore found inside a Mt. Gabel cave.
Jonel Sap	125	Sap of the jonel tree, found in the Forest Maze.

ITEM	SELL VALUE	DESCRIPTION
Jubon Rock	75	A combustible rock that can be found on Mt. Gabel.
Kiness Life Water	125,000	Life-giving water. Found in Demiurge Tower.
Liaza Magic Cloth	600	The famous Liaza-weave cloth of Kravia.
Lonkon Powder	400	The lonkon insect's venomous powder. Found underground.
Lord Crystal	16,000	Shining, other-worldly substance found in Demiurge Tower.
Mad Venom	2,500	A powerful, mind-destroying drug. Found around Drokonia.
Maubourg Iron	300	Naturally created iron. Found in the Forest Maze.
Meezus Liquid	300	An extremely dangerous chemical found in the Forest Maze.
Meriah Crystal	400	A fossil changed into a crystal. Found around Yuno.
Meteorite	8,000	A fragment of meteorite. Found around Drokonia.
Miraculous Vaunusk	20,400	A liquid created through alchemy, famous among peddlers.
Moble Silver Cloth	425	Shining silver cloth. Found around Yuno.
Morus Spring Water	25	Natural spring water that flows in Hunter's Wood.
Ndiga King Stone	20,000	The hardest ore in the world. Found in Demiurge Tower.
Nervel Carcass	700	Dead monster body. Found in stagnant places such as sewers.
Noth Rock	60	A hard, easily worked rock found in Gale Canyon.
Oble Gold Dust	110	Gold dust of a low purity. Found inside a Mt. Gabel cave.
Orhalcon Stone	10,000	A mysterious, rainbow-colored stone, found in Ellsworth.
Purple Ice Crystal	2,500	A Tanza crystal used in contagious-disease remedies.
Ragrude Crystal	4,000	A famous crystal of Jinga, also called "God's Tear."
Raw Alexandrite	2,500	Raw, unpolished alexandrite, found deep underground.
Raw Diamond	10,000	Raw, unpolished diamond, found around Drokonia.
Raw Emerald	500	Raw, unpolished emerald, found around Doplin Castle.
Raw Ruby	250	Raw, unpolished ruby that can be found on Mt. Gabel.
Raw Tourmaline	400	Raw, unpolished tourmaline, found deep underground.
Red-Hot Stone	12,250	Lava stone from the center of a star. In Demiurge Tower.
Requal White Cloth	400	Pure-white cloth, found on Mt. Gabel.
Rock Demon's Tears	150	Water from a nameless waterfall, far up Mt. Gabel.
Sand Dragon Eye	17,000	The eye of a huge sand dragon. Found in Demiurge Tower.
Sevti Sheet Metal	1,800	Thin, very strong sheet metal. Found in the Thunder Mine.
Silver Stone	175	An ore similar to silver. Found on Mt. Gabel.
Sodan Poison Cloth	125	Cloth dyed in a bright blue poison found in Darakin.
Suvick Cord	800	Extremely strong, thick string made in Tanza.
Suzna Ice Stone	275	A clear, ice-like stone. Found around Doplin Castle.
Telma Crystal	175	An impure crystal found in stagnant places such as sewers.
Tonki Iron Sand	3,200	Iron sand found around Tanza. Used by swordsmiths.
Unkar Stone	100	Has a powerful magnetic force. Found deep underground.
Venom Star	225	Highly poisonous rock found in stagnant places.
Vigantes Fur	600	The skin of the vigantes, a beast that lives around Yuno.
Vigasoma	4,000	A material needed to make a secret immortality potion.
Wenit Holy Water	250	A rare, pure holy water found deep underground.
White Stardust	225	A snow-white crystal, found deep underground.
Wind Spirit Stone	8,000	Stone that houses a wind spirit. Said to be in Ellsworth.
Yahku Holy Cloth	3,200	A famous cloth of Jinga, offered up to the gods.
Yumyl God Water	7,500	A cure-all medicinal water said to be found in Ellsworth.
Zestia Leaf	250	The leaf of the zestia tree, found in the Forest Maze.
Zoar Hide	210	Hide of carnivorous beast that lives in stagnant places.
Zonark Weed	110	A weed that grows in Darakin along the water's edge.
Zorda Hide	200	Hide of large, reptilian beast that lives underground.
Zuvel Fur	50	The skin of the zuvel, an animal found in Hunter's Wood.

Food

Food Item	Cost	Dishes
Animal Meat	100	BBQ Veggies, Wild Gratin
Beef	80	Kazan Curry, Lynx Special Stew, Hamburger Steak, Beef Sandwich, Pot Au Feu, Wild Wild Beef
Bread	70	Cheese Fondue, Club Sandwich, Beef Sandwich
Cheese	80	Caesar Salad, Cheese Fondue, Sunny Melody
Chocolate	500	Chocolate Pie, Brownies
Cocoa Powder	200	Cocoa Cake, Chocolate Pie, Brownies
Cookie Set	100	Princess Cake, Strawberry Sweet, Fruity Pie, Custard, Brownies
Cooking Oil	90	Caesar Salad, Princess Cake, Fried Turkey, Balsamic Veggies, BBQ Veggies, Pasta Carbonara, Wild Wild Beef
Crab	200	Spicy Crab Bisque, Baked Crab Shell, Bouillabaisse
Cream	100	Lynx Special Stew, Princess Cake
Creepy Mushroom	—	Sick Shroom Soup
Curry Set	200	Kazan Curry, Curry Spaghetti
Dessert Set	600	Cocoa Cake, Princess Cake, Pancakes
Egg	30	Bacon and Eggs, Pancakes, Chocolate Pie, Custard, Sunny Melody, Spanish Omelet
Fish	50	Sashimi Deluxe, Seafood Pizza, Oden Stew, Bouillabaisse
Fruit	60	Strawberry Sweet, Almond Float, Fruity Pie, Apple Pie
Herbs	400	Cabbage Roll, Atomic Heat, Wild Wild Beef, Spanish Omelet, Wild Gratin, Bouillabaisse
Huge Eyeball	—	Eyeball Stew
Lobster	150	Lobster in Wine
Milk	60	Almond Float, Pasta Carbonara, Shrimp Au Gratin, Clam Chowder, Wild Gratin
Miso	500	Lobster in Wine, Heavenly Beef, Tang o' the Sea, Sunny Melody
Monster Meat	—	Atomic Heat
Pasta	90	Pasta Carbonara, Curry Spaghetti, Shrimp Au Gratin, Pirate Pasta, Wild Gratin
Pie Dough	300	Seafood Pizza, Fruity Pie, Apple Pie
Pork	60	Cabbage Roll, Princess Cake, Bacon and Eggs, Seafood Pizza, Pasta Carbonara, Curry Spaghetti, Udon Noodles, Hamburger Steak, Jambalaya, Club Sandwich, Pork Cutlet Bowl, Fried Vegetables, Clam Chowder
Poultry	40	Tomato Risotto, Fried Turkey, Club Sandwich, Yakitori Skewers, Pirate Pasta
Premium Beef	500	Heavenly Beef, Sirloin Steak, Beef Stroganoff
Red Peppers	500	Kazan Curry, Spicy-Hot Salad, Spicy Crab Bisque, Pirate Pasta
Red Wine	500	Hamburger Steak, Atomic Heat, Lobster in Wine, Heavenly Beef, Sirloin Steak
Rice	60	Spicy Crab Bisque, Jambalaya, Rice Ball, Pork Cutlet Bowl, Uni Bowl
Shellfish	70	Sashimi Deluxe, Seafood Pizza, Oden Stew, Bolognese, Tang o' the Sea, Clam Chowder, Uni Bowl, Bouillabaisse
Shrimp	100	Tempura Noodles, Tang o' the Sea, Shrimp Au Gratin, Pirate Pasta, Bouillabaisse
Slime Gelure	—	Muddy Soup
Soup Broth Set	150	Sukiyaki, Udon Noodles, Uni Bowl, Pork Cutlet Bowl, Tempura Noodles, Fried Vegetables, Oden Stew, Beef Stroganoff, Pot Au Feu, Baked Crab Shell, Sunny Melody
Southern Noodles	80	Tempura Noodles, Sunny Melody, Udon Noodles
Spices	1,000	Hamburger Steak, Jambalaya, Atomic Heat, Balsamic Veggies, Lobster in Wine, Yakitori Skewers, BBQ Veggies, Fried Turkey, Sirloin Steak, Sashimi Deluxe, Beef Stroganoff, Wild Wild Beef
Suspicious Meat	—	Rotten Steak
Tofu	400	Sukiyaki, Spicy Crab Bisque, Baked Crab Shell, Tang o' the Sea
Vegetables	30	Kazan Curry, Tomato Risotto, Lynx Special Stew, Caesar Salad, Cabbage Roll, Spicy-Hot Salad, Sukiyaki, Jambalaya, Balsamic Veggies, BBQ Veggies, Club Sandwich, Fried Vegetables, Bolognese, Beef Stroganoff, Pot Au Feu, Spanish Omelet, Udon Noodles
White Wine	500	Cheese Fondue, Bolognese, Apple Pie

Skills List

Many items, weapons, accessories, and armor have special skills associated with them. Skills associated with weapons and armor are automatically available when the equipment is worn. However, skills from accessories must be developed through experience. Accessory skills are generally much more powerful and numerous than those associated with weapons and armor.

Skills List

Skill Name	Skill Effect
2x Attack Rate	Repeats the input command once
2x Item Effect	Effect of item doubles during battle
Absolute Hit	Allows all attacks to hit targets
Absolute Strike	Ensures first attack, excepting special cases
Absorb Dark	Absorbs Dark attribute damage and restores HP
Absorb Earth	Absorbs Earth attribute damage and restores HP
Absorb Fire	Absorbs Fire attribute damage and restores HP
Absorb Light	Absorbs Light attribute damage and restores HP
Absorb Normal	Absorbs damage from normal attack and restores HP
Absorb Special	Absorbs damage from special attack and restores HP
Absorb Thunder	Absorbs Thunder attribute damage and restores HP
Absorb Water	Absorbs Water attribute damage and restores HP
Absorb Wind	Absorbs Wind attribute damage and restores HP
Add Berserk	Fixed chance of adding Berserk to normal attack
Add Bewitch	Fixed chance of adding Bewitch to Normal Attack
Add Blind	Fixed chance of adding Blind to normal attack
Add Confusion	Adds probability of causing Confusion to all attacks
Add Critical	Chance of causing critical damage with physical attacks
Add Dark	Adds Dark element to normal attack
Add Death	Probability of causing Death with physical attacks
Add Earth	Adds Earth element to normal attack
Add Fear	Adds probability of causing Fear to all attacks
Add Fire	Adds Fire element to normal attack
Add Gold	Increases Gold received at end of battle by 50%
Add Light	Adds Light element to normal attack
Add Paralysis	Fixed chance of adding Paralysis to normal attack
Add Petrify	Fixed chance of adding Petrify to normal attack
Add Plague	Fixed chance of adding Plague to normal attack
Add Poison	Fixed chance of adding Poison to normal attack
Add Seal	Fixed chance of adding Seal to normal attack

SKILL NAME	SKILL EFFECT
Add Sleep	Fixed chance of adding Sleep to normal attack
Add Spellbind	Fixed chance of adding Spellbind to normal attack
Add Stun	Fixed chance of adding Stun to normal attack
Add Thunder	Adds Thunder element to normal attack
Add Venom	Fixed chance of adding Venom to normal attack
Add Water	Adds Water element to normal attack
Add Wind	Adds Wind element to normal attack
AGL Bonus	Adds bonus to AGL when level increases
AGL Boost 1	Agility increases by 5%
AGL Boost 2	Agility increases by 10%
AGL Cut	Agility decreases by 5%
All or Nothing	Either all attacks hit or all damage is blocked
All Recovery Up	Entire party's recovery rate increases during battle
Anti-Berserk	Blocks Abnormal Status from Berserk attack
Anti-Bewitch	Blocks Abnormal Status from Bewitch attack
Anti-Blind	Blocks Abnormal Status from Blind attack
Anticipate	Increases probability of guarding against enemy attacks
Anti-Confusion	Blocks Abnormal Status from Confusion attack
Anti-Critical	Blocks Abnormal Status from a Critical attack
Anti-Death	Blocks Abnormal Status from a Death attack
Antidote	Blocks Abnormal Status from Poison attack
Anti-Fear	Blocks Abnormal Status from Fear attack
Anti-Paralysis	Blocks Abnormal Status from Paralysis attack
Anti-Petrify	Blocks Abnormal Status from Petrify attack
Anti-Plague	Blocks Abnormal Status from Plague attack
Anti-Seal	Blocks Abnormal Status from Sealing attack
Anti-Sleep	Blocks Abnormal Status from Sleep attack
Anti-Spellbind	Blocks Abnormal Status from Spellbind attack
Anti-Stun	Blocks Abnormal Status from Stun attack
Antivenom	Blocks Abnormal Status from Venom attack
AP Attack	Normal attack up in proportion to remaining AP
AP Boost 1	Amount of AP added increases 10%
AP Boost 2	Amount of AP added increases 20%
AP Charge	Allows 30 points of AP to be stored
AP Cost Down 1	Amount of AP used decreases by 10%
AP Cost Down 2	Amount of AP used decreases by 20%
AP Cost Down 3	Amount of AP used decreases by 30%
AP Cost Up 1	AP consumption increases by 10%
AP Cost Up 2	AP consumption increases by 20%
AP Cut 1	Amount of AP added reduced 10%
AP Cut 2	Amount of AP added reduced 20%
AP Defense	Defense up in proportion to remaining AP
AP Guard	Prevents damage by consuming AP
AP Increase3	Amount of AP added increases 30%
AP Thief	Can steal AP when attacking
Art Attack Up	Damage increases by 50% when Art moves are used
Art EXP	Increases Art EXP received at end of battle
Backup	Increases AP of other supporting characters
Barrier	Blocks special attacks, reduces normal attack damage 1/2
Berserk Guard	Increased resistance to Berserk attacks
Bewitch Guard	Increased resistance to Bewitch attacks
Blind Guard	Increased resistance to Blinding attacks
Block Dark	Blocks Dark attribute damage
Block Earth	Blocks Earth attribute damage
Block Fire	Blocks Fire attribute damage
Block Light	Blocks Light attribute damage
Block Normal	Prevents damage from a normal attack
Block Special	Prevents damage from a special attack
Block Thunder	Blocks Thunder attribute damage
Block Water	Blocks Water attribute damage
Block Wind	Blocks Wind attribute damage
Bloodsucker	Absorbs HP when damage is given
CHA Bonus	Adds bonus to Charisma when level increases
CHA Boost 1	Charisma increases by 5%
CHA Boost 2	Charisma increases by 10%
CHA Cut	Charisma decreases by 5%

SKILL NAME	SKILL EFFECT
Charge Heal	MP fully restored when inactive for one turn
Chicken	Ensures escape from normal battles
Confusion Guard	Increased resistance to confusion attacks
Counterattack	Chance of blocking and counterattacking
Critical Guard	Increased resistance to critical attacks
Cure	Cures status by consuming AP
Dark Guard	Decreases Dark element damage
Death Guard	Increased resistance to death attacks
Decoy	User becomes focus of enemy attacks
DEF Bonus	Adds bonus to DEF when level increases
Double EXP	Doubles EXP received at end of battle
Double Gold	Doubles Gold received at end of battle
Earth Guard	Decreases Earth element damage
Encounter Down	Reduces chance of encounters
Encounter Up	Increases chance of encounters
Escape Insurance	Keeps damage from failed escapes at 50%
Escape Rate Up	Probability of successfully running increases
EXP Increase	Increases EXP received at end of battle
EXP Thief	Can steal EXP when attacking
Favor Normal	Effect of normal attacks on both sides increases 1.5
Favor Special	Effect of special attacks on both sides increases 1.5
Fear Guard	Increased resistance to Fear attacks
Final Blow	10x attack during next turn, Art Block decreases to one
Fire Guard	Decreases Fire element damage
First Strike	Increases probability of making first attack
Full Power	3x attack during next turn, Art Block decreases by one
Gauge Charge	Adds an Art Block during the next turn
Gentle Precision	Hit rate increased, but damage given reduced by 20%
Gold Grabber	Awards Gold after a fixed amount of movement on map
Gold Siphon	Increases normal attack by using Gold
Gold Thief	Can steal Gold when attacking
Guard Break 1	25% damage can be given even if target is guarding
Guard Break 2	50% damage can be given even if target is guarding
Guard Cancel	100% damage can be given even if target is guarding
Guard Rate Down	Success rate decreases by 10% when defending
Guard Up 1	Success rate increases by 10% when defending
Guard Up 2	Success rate increases by 20% when defending
Half Normal	Decreases damage from normal attack by 50%
Half Special	Decreases damage from special attack by 50%
High Power	2x attack during the next turn
Hit EXP	Receive EXP bonus based on Hit Number at end of battle
Hit Gold	Receive Gold based on Hit Number at end of battle
Hit HP Restore	Restores HP based on Hit Number at end of battle
Hit MP Restore	Restores MP based on Hit Number at end of battle
Hit Rate Down	Hit rate decreases by 10% when attacking
Hit Rate Up 1	Hit rate increases by 10% when attacking
Hit Rate Up 2	Hit rate increases by 20% when attacking
HP Attack	Normal attack up in proportion to remaining HP
HP Bonus	Adds bonus to Max HP when level increases
HP Boost 1	Max HP increases by 5%
HP Boost 2	Max HP increases by 10%
HP Boost 3	Max HP increases by 20%
HP Cut 1	Max HP decreases by 5%
HP Cut 2	Max HP decreases by 10%
HP Defense	Defense down in proportion to remaining HP
HP Drain	HP lost every turn
HP Mover	Restores HP after a fixed amount of movement on map
HP Recover	HP gradually recovers during every turn
HP Siphon	Increases normal attack by using HP
HP Thief	Can steal HP when attacking
INT Bonus	Adds bonus to INT when level increases
INT Boost 1	Intelligence increases by 5%
INT Boost 2	Intelligence increases by 10%
INT Cut	Intelligence decreases by 5%
Item Grabber	Awards item after a fixed amount of movement on map
Item Increase	Increases chance of receiving items at end of battle

SKILL NAME	SKILL EFFECT
Item Thief	Can steal items when attacking
Kamikaze	Defense sacrificed to increase attack
LDF Boost 1	Lower defense increases by 5%
LDF Boost 2	Lower defense increases by 10%
LDF Cut	Lower defense decreases by 5%
Light Guard	Decreases Light element damage
Lucky Hit	10% chance of damage doubling
Max AP	AP is always at maximum
Meditation	Restores MP by consuming AP
MEN Bonus	Adds bonus to MEN when level increases
MEN Boost 1	Mental power increases by 5%
MEN Boost 2	Mental power increases by 10%
MEN Cut	Mental power decreases by 5%
MP Bonus	Adds bonus to Max MP when level increases
MP Boost 1	Max MP increases by 5%
MP Boost 2	Max MP increases by 10%
MP Boost 3	Max MP increases by 20%
MP Cost Down 1	Amount of MP used decreases by 10%
MP Cost Down 2	Amount of MP used decreases by 20%
MP Cost Down 3	Amount of MP used decreases by 30%
MP Cost Up 1	MP consumption increases by 10%
MP Cost Up 2	MP consumption increases by 20%
MP Cut 1	Max MP decreases by 5%
MP Cut 2	Max MP decreases by 10%
MP Drain	MP lost every turn
MP Heal	Remaining MP becomes HP when inactive for one turn
MP Mover	Restores MP after a fixed amount of movement on map
MP Recover	MP gradually recovers during every turn
MP Siphon	Increases normal attack by using MP
MP Thief	Can steal MP when attacking
No Added Attack	Prevents the enemy from adding an attack
No Double Attack	Prevents the enemy from making a double attack
No Encounters	Eliminates encounters
No Guard Break 1	Prevents the enemy from using Guard Break
No Guard Break 2	Prevents the enemy from using Guard Break 1 or 2
No Surprises	Prevents surprise attacks from the enemy
Normal MP Absorb	Converts 5% of damage received in normal attacks into MP
Origin EXP	Increases Origin EXP received at end of battle
Out of Control	MP and AP don't decrease, but no control of character
Paralysis Guard	Increased resistance to Paralysis attacks
Payback	Adds damage received to the next turn's attack
Petrify Guard	Increased resistance to Petrify attacks
Pickpocket	Chance of stealing Gold when attacking
Plague Guard	Increased resistance to Plague attacks
Poison Guard	Increased resistance to Poison attacks
Pole Position	Always first in order of action
Post-Battle HP	Restores fixed amount of HP after battle
Post-Battle MP	Restores fixed amount of MP after battle
Prevent Escape	Prevents the enemy's escape
Random Blow	Adds a single command at random
Reckless Attack	Hit rate reduced, but damage given raised by 20%
Recovery Up	Recovery rate increases during battle
Rest	Restores HP by consuming AP
Reverse-HP Defense	Defense up in inverse proportion to remaining HP
Reverse-HP	Normal attack up in inverse proportion to remaining HP
Seal Guard	Increased resistance to Sealing attacks
Search Art	Increases auto search rate for Arts during battle
Shield	Blocks normal attacks, reduces special attack damage 1/2
Skill EXP	Increases Skill EXP received at end of battle
Sleep Guard	Increased resistance to Sleep attacks
Spec. MP Absorb	Converts 5% of damage received in special attacks into MP
Special Ability	Allows use of each character's special ability
Spellbind Guard	Increased resistance to Spellbind attacks
Stop Guard Break	Stops all enemy Guard Break skills

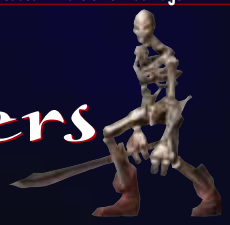
Skills List cont.

Skill Name	Skill Effect
Thief	Blocks the enemy's stealing skills
STR Bonus	Adds bonus to STR when level increases
STR Boost 1	Attack increases by 5%
STR Boost 2	Attack increases by 10%
STR Cut	Attack decreases by 5%
Stun Guard	Increased resistance to Stun attacks
Super Armor	Prevents any damage of 5% or less of max HP
Suppress Strike	Probability of enemy first attack decreases
Tail End	Always last in order of action

Skill Name	Skill Effect
Guard	Decreases Thunder element damage
Turtle	Attack sacrificed to increase defense
UDF Boost 1	Upper defense increases by 5%
UDF Boost 2	Upper defense increases by 10%
UDF Cut	Upper Defense decreases by 5%
Venom Guard	Increased resistance to Venom attacks
Vs. Beasts	Increases attack against beast monsters
Vs. Chitin	Increases attack against chitin monsters
Vs. Demons	Increases attack against demon monsters

Skill Name	Skill Effect
Vs. Flying	Increases attack against flying monsters
Vs. Giants	Increases attack against giant monsters
Vs. Humans	Increases attack against human monsters
Vs. Plants	Increases attack against plant monsters
Vs. Soft	Increases attack against soft body monsters
Vs. Spirits	Increases attack against ghost monsters
Water Guard	Decreases Water element damage
Wind Guard	Decreases Wind element damage

Walkthrough Monsters



The world of *Legaia 2* is populated with a wide variety of monsters. Some are shy and elusive while others are extremely violent. Learn about each creature before you go into battle. Know thy Enemy. And then kill it.

Interpreting Stats

The following will help you interpret what each monster stat represents.

HP: Health Points. A creature's overall strength, stamina, and endurance. The greater the HP, the more damage the creature can sustain.
MP: This represents how many Magic Points the creature can expend. The higher the number, the more powerful and more frequent its use of special attacks.
Level: The creature's overall strength and power.
Race: All creatures belong to a specific race. Humans, Chitin, Demon, Soft, Spirit, and Beast are a few examples. Often, certain weapons carry a bonus against certain races.
Attribute: There are eight attributes, six with opposites and two that are neutral: Water–Fire, Wind–Earth, Light–Dark, and the two neutral attributes, Void and Thunder.
STR: The creature's overall power and strength. The higher this attribute, the more damage the creature's attack inflicts.
AGL: How quick, agile, and alert a creature is. The higher this attribute, the greater the chance that a monster will attack first.
CHA: This attribute affects preemptive attack rates (sneak attacks or first strikes), escape attempts, and the ability of the creature to ward off an abnormal status such as Confused, Stunned, or Paralyzed.
INT: The raw intelligence possessed by a creature. The higher this attribute, the more damage that its special attacks will inflict.
MEN: This attribute measures a creature's mental toughness and its ability to ward off special attacks. The higher the attribute, the less likely your special attacks will affect the monster.
HI DEF: A creature's upper-body defense rate. The higher the number, the less likely your blows are to land, and the less damage they inflict if they do.
LO DEF: A creature's lower-body defense rate. The higher the number, the less likely your blows are to land and the less damage they inflict if they do.
Gold: The universal currency of the world, use Gold to purchase weapons and equipment. When a creature perishes, Gold is often found on its body.
EXP: The amount of experience added to your character's totals when the creature is slain. The more deadly the creature, the more experience you gain from defeating it. When multiple party members battle together, experience is split between them.
Attacks: How many attacks a creature can levy in a single combat turn.
Special Attacks: Many creatures possess a special attack, such as a Poison Bite, or the ability to steal items.
Item Dropped: When a creature is defeated, you can often loot various valuable items from the body.

Walkthrough Monsters

Name	HP	MP	Level	Race	Attribute	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	Gold	EXP	Attacks	Special	Items Dropped	Location
Abysgigas	11,169	222	51	Giant	Earth	288	181	298	212	204	185	157	3,848	707	3	Full Power, Iron Musde, Final Blow	Silver Barome, Force Crystal, Beldnuk, Eben Silver Ore	Volcanic Isle of Drokonia
Alza Dorge	5,901	122	40	Chitin	Dark	225	170	208	152	131	136	136	3,128	3,027	5	Nightmare (Sleep)	Magic Powder, Heal Leaf, Maubourg Iron, Cib Silver Crystal, Unkar Stone	Kabel Ruins (After the Darkening)
Arus Auge	6,395	172	54	Demon	Dark	363	215	285	365	279	250	283	3,187	3,269	5	Mesmerize, Chain Blast	Heal Leaf, Venom Cure, Yumyl God Water	Wind Tower
Azul Goth	36,832	264	63	Demon	Dark	485	320	384	699	448	320	320	12,000	8,335	3	Bratarios (Critical Hit), Zephyr, Dialotos, Xeriahalt	Panacea, Red-Hot Stone, BlackDemon's Heart	Demiurge
Azul Velra	16,833	448	62	Demon	Dark	336	229	285	357	281	285	277	8,080	6,682	3	Chain Blast, Mesmerize	Cle Meteorite Ore, Lord Crystal	Demiurge Tower
Baki	153	5	7	Human	Earth	33	24	15	10	19	22	23	85	92	4	Theft	Noth Rock, Alma Iron Ore, Heal Powder, Heal Leaf	Gale Canyon
Baki Master	2,086	19	29	Human	Earth	139	144	139	134	143	131	132	1,301	1,396	8	Theft, Ow! (Enhanced Damage)	Jubon Rock, Cherry-Red Cloth, Zestia Leaf, Premium Beef, Noth Rock	Mt. Gabel (After the Darkening)
Baki Warriors	400	10	14	Human	Earth	56	49	37	45	63	50	50	294	298	4	Theft, Call for Help	Raw Ruby, Rock Demon's Tears	Mt. Gabel
Bean	166	288	25	Plant	Water	143	116	148	72	88	9,999	9,999	500	500	4	Block Normal	Lyps Seed, Refreshing Seed	Forest Maze
Bean Cannon	4,965	102	33	Plant	Water	180	132	217	144	112	131	126	2,111	1,589	0	Bean Blast	Heal Leaf, Refreshing Seed, Magic Powder, Bronze Barome	Forest Maze (After the Darkening)
Bean Gun	2,285	102	26	Plant	Water	180	92	153	88	144	125	128	1,331	1,096	0	Bean Blast	Sunset Seed, Refreshing Seed	Forest Maze
Blaze Wheel	3,299	210	48	Flying	Dark	398	221	206	223	229	140	165	1,875	1,950	2	Fate's Choice, Petro Shock (Petrify)	Mad Venom, Force Crystal, Beldnuk, Burning Spike	Volcanic Isle of Drokonia

Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	GOLD	EXP	ATTACKS	SPECIAL	ITEMS DROPPED	LOCATION
Bloodfeather	5,504	139	49	Spirit	Dark	278	207	224	179	192	192	147	2,714	2,592	3	Chaos Breath (No MP Moves), Death Game, Spellbind, Cause Fear	Beldnuk	Volcanic Isle of Drokonia
Bloody Wolves	128	40	3	Beast	Wind	28	23	24	18	24	17	17	50	30	3	Terror Howl	SlicingWind Scroll, Zuvel Fur, Gorda Wood Morus Spring Water, Heal Powder,	Hunter's Wood
Bone Warrior	1,499	50	22	Spirit	Dark	130	99	99	99	99	99	99	790	725	3	Hate Force, Branded Curse (Spellbound)	Telma Crystal, Bronze Barome, Venom Star, Viscous Liquid, Berserk Cure	Sewers
Bronze Golem	6,253	178	31	Giant	Earth	208	66	210	163	147	172	144	1,688	2,062	3	Crimson Heat	Heal Leaf, Black Star Sand	Gale Canyon (After the Darkening)
Bronze Warriors	3,338	65	25	Human	Void	130	67	161	123	125	125	124	2,011	1,200	4	None	Zonark Weed, Raw Emerald, Suzna Ice Stone	Doplin Castle (After the Darkening)
Chaos Raven	9,339	127	55	Flying	Dark	259	232	268	402	263	205	264	3,455	4,006	4	Claw Bites, Guard Break, Poison Beak, Rib Crunch, Inferno, HP Siphon (Wind)	Venom Draught, Orhalcon Stone	Wind Tower
Cloud Eater	3,924	176	43	Demon	Water	193	182	194	198	169	135	140	1,554	1,270	6	Death Smoke, Mad Sonic	Paralysis Cure, Plague Cure, Chibe Gold Bullion	Thunder Mine
Corrosive Tusk	3,981	56	29	Beast	Wind	154	173	160	140	130	125	120	1,696	1,506	4	Terror Howl (Fear)	Zuvel Fur, Gorda Wood, Wolf's Teeth, Heal Potion	Hunter's Wood (After the Darkening)
Crimson Warrior	3,338	65	25	Human	Void	130	67	161	123	125	125	124	2,011	1,200	4	None	Zonark Weed, Raw Emerald, Suzna Ice Stone	Doplin Castle (After the Darkening)
Dark Fly	2,638	163	32	Flying	Dark	122	156	164	135	106	107	109	1,680	1,095	5	Poison Needle, Evil Scream	Paralysis Cure, Magic Potion	Forest Maze (After the Darkening)
Demon Carrier	9,916	200	61	Flying	Dark	514	252	273	476	266	257	297	5,010	4,580	6	Venom	Ultimate Blessing, Venom Cure, Gaseous Spores	Demiurge Tower
Dino Gol	570	69	20	Beast	Earth	113	68	101	77	88	82	78	605	375	2	Crazy Gas	Berserk, Cure, Berserk Cure, Flameburst Scroll	Cave of Trials
Dino Taurus	4,798	102	33	Beast	Earth	180	137	184	157	135	135	125	2,141	1,824	4	Berserk Draughts, Crazy Gas	Maubourg Iron, Hellbeast Bone, Cure Galma Gold Dust, Iron Fang Stone, Meezus Liquid, Berserk	Forest Maze (After the Darkening)
Doplin Officer	1,208	54	22	Human	Void	115	79	121	80	85	88	87	1,000	832	5	None	Raw Emerald, Revival Elixir, Heal Leaf	Doplin Castle (After Mt. Gabel)
Doplin Reserve	1,077	50	22	Human	Void	87	62	107	103	105	107	107	1,100	908	0	Heal	Raw Emerald, Revival Elixir, Heal Leaf, Darm Sheet Metal, Suzna Ice Stone, Zonark Weed	Doplin Castle (After Mt. Gabel)
Doplin Soldier	306	38	10	Human	Void	46	34	48	35	37	33	32	240	296	4	None	Heal Powder, Heal Leaf, Revival Elixir, Zonark Weed	Doplin Castle
Doplin Trooper	1,324	42	22	Human	Void	130	74	120	96	114	101	100	1,000	866	5	None	Raw Emerald, Revival Elixir, Heal Leaf, Darm Sheet Metal, Suzna Ice Stone, Japrian 1st Order	Doplin Castle (After Mt. Gabel)
Elegrem	4,160	124	31	Chitin	Earth	194	104	180	184	146	147	149	1,672	2,465	3	Dark Flare	Jubon Rock, Broot Shell, Raw Ruby, Heal Cloth	Mt. Gabel (After the Darkening)
Evil Fly	583	83	19	Flying	Dark	90	92	155	99	95	78	118	680	442	4	Evil Scream (Paralysis), Poison	Paralysis Cure, Heal Leaf, Zoar Hide	Sewers
Evil Jelly	3,155	100	37	Soft	Water	234	95	197	155	194	219	126	2,618	1,702	2	Propagate, Venom Flow	Gelatin Oil, Zoar Hide	Sewers (After the Darkening)
Fiend Bulb	6,588	200	45	Flying	Dark	306	188	177	412	202	193	233	3,538	3,286	3	Infusion, Under Earth, Blow Up, Farewell	Barl Iron Ore, Panacea, Heal Potion	Thunder Mine
Flower Power	649	0	16	Plant	Water	86	51	98	62	77	85	89	454	440	3	Poison Dust (Venom)	Heal Powder, Heal Leaf, Raw Ruby, Rock Demon's Tears, Jubon Rock	Mt. Gabel
Flytrap	314	32	4	Plant	Water	35	11	32	16	27	21	21	60	46	2	Poison Dust	Zuvel Fur, Morus Spring Water, Heal Powder	Hunter's Wood
Galduke	584	29	19	Beast	Earth	97	56	84	76	63	68	70	550	620	3	Dark Blaze	Heal Leaf, Bronze Barome, Restore Leaf	Mt. Gabel, Cave of Trials
Garv Su Trah	8,523	302	40	Spirit	Variable	239	151	218	320	232	128	144	3,210	2,800	5	Impure Melody (Confusion), Dark Roar (Group Damage), Half Special	Magic Potion, Confusion Draught, Raw Diamond	Volcanic Isle of Drokonia
Gold Beetle	19,200	299	64	Chitin	Earth	230	167	179	149	185	151	1,400	30,000	2,000	5	Poison Spit	Gorda Wood	Forest Maze (After the Darkening)
Gold Warriors	3,338	65	25	Human	Void	130	67	161	123	125	125	124	2,011	1,200	4	None	Zonark Weed, Raw Emerald, Suzna Ice Stone	Doplin Castle (After the Darkening)
Grotesk	10,024	99	61	Demon	Dark	302	255	296	251	256	203	246	4,967	4,580	2	Chaos Breath (No MP Moves), Death Game, Abyss Whisper (Group Attack), Spellbind	Kiness Life Water, Cle Meteorite Iron, Lord Crystal	Demiurge
Hanged Hydra	9,858	132	55	Soft	Water	250	233	295	332	280	256	234	3,600	3,900	5	Demon Blaze (Fireballs), Volcano Shot, Rotten Breath	Heal Leaf, Venom Cure, Wind Spirit Stone	Wind Tower
Hanged Shape	7,007	215	45	Soft	Water	250	233	295	332	280	168	168	3,004	3,453	4	Demon Blaze (Fireballs), Volcano Shot, Rotten Breath	Silver Barome, Panacea, Sevti Sheet Metal	Thunder Mine
Hanged Snail	5,220	132	34	Soft	Water	171	121	167	164	144	152	130	2,141	2,394	3	Demon Blaze (Fireballs), Rotten Breath	Heal Leaf, Maubourg Iron, Hellbeast Bone	Forest Maze (After the Darkening)
Helgigas	10,417	222	46	Giant	Earth	280	165	234	177	140	257	181	6,352	8,184	3	Full Power, Iron Muscle	Silver Barome	Thunder Mine
Helvermin	4,011	95	30	Flying	Wind	195	152	172	112	135	117	192	1,407	1,745	4	Poison Beak, Claw Bites	Heal Leaf	Gale Canyon (After the Darkening)
Hilgigas	6,305	222	29	Giant	Earth	136	85	82	44	84	129	101	2,256	3,213	2	High Power (Doubles STR)	Magic Powder, Heal Leaf, Maubourg Iron	Forest Maze
Iron Golem	14,276	178	57	Giant	Earth	467	186	314	346	320	374	364	6,168	17,576	3	Block Earth	Venom Draught	Wind Tower
Jelly Melt	1,208	42	21	Soft	Water	138	39	125	123	162	195	102	698	481	2	Half Damage, Propagate	Toxin Remedy, Venom Star, Heal Leaf	Sewers
Kaos Weegle	2,592	21	28	Chitin	Earth	168	138	68	137	105	125	110	1,428	1,366	4	Poison Spit	Venom Draught, Gorda Wood, Heal Potion	Hunter's Wood (After the Darkening)
Kelv Sol Ma	6,003	286	40	Spirit	Variable	239	151	218	320	232	128	144	3,210	2,800	5	Impure Melody (Confusion), Dark Roar (Group Damage), Half Special	Magic Potion, Raw Alexandrite, Nervel Carcass	Kabel Ruins (After the Darkening)
Klaw Ant	95	10	2	Chitin	Earth	24	15	10	13	16	17	16	36	23	3	None	Poison Cure, Heal Powder, Morus Spring Water, Gorda Wood	Hunter's Wood
Kocus Karcas	3,548	200	33	Demon	Void	171	130	191	184	159	119	114	2,200	2,026	4	Stealth Shots, Absorb Special, Drill Crunch	Royal Seed, Heal Leaf, Cress Rock	Forest Maze (After the Darkening)

Walkthrough Monsters cont.

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	GOLD	EXP	ATTACKS	SPECIAL	ITEMS DROPPED	LOCATION
Larva Drake	5,515	102	49	Beast	Earth	233	217	224	197	199	175	157	2,589	3,959	5	Crazy Gas, Headbutt, Block Fire (Immune to Fire)	Heal Potion, Restore Leaf, Mad Venom, Eternal Flame	Volcanic Isle of Drokonia
Lazur Ma Rah	12,024	302	61	Spirit	Variable	424	171	306	491	373	208	248	5,082	4,665	1	Dark	Roar, Dark Hymn, Half Special Sand Dragon Eye	Demiurge Tower
Loghart Crab	8,337	144	35	Chitin	Earth	245	105	180	131	139	145	142	2,932	2,681	3	Venom, Barse	Heal Leaf, Magic Bottle, Maubourg Iron, Hellbeast Bone	Forest Maze (After the Darkening)
Lyps	1,437	32	14	Plant	Earth	98	133	728	385	412	96	96	9,000	1,665	1	Monster Flee, French Kiss	Cure Charm, Resurrect Bottle, Heal Leaf	Gale Canyon, Hunter's Wood (Lypster Quest)
Lyps King	2,688	64	30	Plant	Earth	180	146	728	385	412	120	120	10,000	3,334	None	Flee Monster, Kiss of Death	Heal Powder, Poison Cure, Black Star Sand, Lyps's Tear, Bewitch Cure	Gale Canyon (After the Darkening), Demiurge Tower
Mad Hound	3,220	48	28	Beast	Wind	140	169	152	138	120	120	112	1,650	1,424	4	Terror Howl (Fear)	Zuvel Fur, Gorda Wood, Wolf's Teeth, Heal Potion	Hunter's Wood (After the Darkening)
Mad Thorn	4,274	54	31	Plant	Water	207	110	174	138	125	134	132	1,713	1,991	3	MP Thief	Gorda Wood, Heal Potion	Hunter's Wood (After the Darkening)
Mrs. Bean	239	299	32	Plant	Water	164	135	174	77	99	9,999	9,999	666	721	4	Block Normal	Magic Powder, Heal Leaf	Forest Maze (After the Darkening)
Necroskel	3,099	176	36	Demon	Water	154	168	169	183	152	121	121	1,344	1,033	6	Death Smoke, Plague, Mad Sonic	Plague Cure	Sewers (After the Darkening)
Nether Beast	11,884	106	61	Beast	Fire	288	274	308	390	326	199	191	5,528	4,650	7	Cause Fear, Wave Smash, Gust Howling	Belkran Stone, Sand Dragon Eye	Demiurge Tower
Netherkind	1,125	102	21	Human	Water	91	70	128	123	112	97	95	842	1,199	6 or 4 (plus special)	Poison Breath, Venom Splash (Berserk)	Telma Crystal, Bronze Barome, Venom Star, Viscous Liquid, Berserk Cure, Condark Mercury	Sewers
Pyro Heretic	4,435	211	48	Demon	Water	245	206	233	202	183	142	145	1,950	1,875	6	Death Smoke, Plague, Mad Sonic	Plague Cure	Volcanic Isle of Drokonia
Raver Fly	3,327	99	37	Flying	Dark	138	174	179	155	112	115	120	1,610	1,400	5	Evil Scream (Paralysis), Poison	Raw Alexandrite, Lonkon Powder	Kabel Ruins (After the Darkening), Sewers (After the Darkening)
Revisor	15,744	432	62	Demon	Dark	321	232	352	568	336	272	272	7,936	6,805	7	Crag Buster, Cause Death	Scroll of Identify, Cle Meteorite Iron, BlackDemon's Heart	Demiurge Tower
Rock Golem	452	0	9	Giant	Earth	64	13	54	42	56	35	29	280	360	2	Gigantes Fall	Heal Powder, Heal Leaf, Noth Rock, Izumo Bronze, Black Star Sand	Gale Canyon
Saberwulf	1,718	40	27	Beast	Wind	113	128	152	134	95	110	105	1,266	1,085	3	Terror Howl	Zuvel Fur, Gorda Wood, Wolf's Teeth, Heal Potion	Hunter's Wood (After the Darkening)
Shade Flare	6,019	210	60	Flying	Dark	468	253	278	311	293	228	245	2,003	2,334	2	Fate's Choice, Petrify	Sand Dragon Eye, Belkran Stone, Lord Crystal	Demiurge Tower
Shade Flower	5,618	92	44	Plant	Water	243	191	204	168	172	145	146	2,148	2,191	3	Poison Dust (MP Drain)	Sevti Sheet Metal, Chibe Gold Bullion, Gumo Solution, Barl Iron Ore	Thunder Mine
Shadow Balloon	9,339	127	55	Flying	Dark	259	232	268	402	263	205	264	3,455	4,006	4	Claw Bites, Guard Break, Poison Beak, Rib Crunch, Inferno, HP Siphon (Wind)	Venom Draught, Orhalcon Stone	Wind Tower
Shadow Skull	5,995	99	39	Spirit	Dark	199	169	199	119	119	129	129	3,094	2,334	6	Branded Curse, Hate Force, Block MP moves, Death Count (AP Theft)	Telma Crystal, Condark Mercury	Kabel Ruins (After the Darkening), Sewers (After the Darkening)
Skulraptor	1,320	99	22	Spirit	Dark	174	89	104	147	160	99	150	999	741	2	Dark Breath (No MP Moves), Death Game	Unkar Stone	Kabel Ruins
Spike Lizard	4,815	22	15	Soft	Earth	63	69	70	45	62	70	58	380	330	2	Mortal Fear (Venom)	Raw Ruby, Heal Leaf	Mt. Gabel
Stone Beast	745	69	17	Chitin	Earth	129	41	52	58	84	93	83	725	463	2	None	Venom Cure, Heal Leaf, Broot Shell	Mt. Gabel
Stone Golem	3,522	75	23	Giant	Earth	225	40	195	107	121	181	144	1,234	1,131	2	Stunning Attack, Crimson Heat	White Stardust, Heal Powder, Bronze Barome, Monit Holy Water	Kabel Ruins
Terrak	12,377	205	62	Beast	Earth	361	209	372	434	332	325	307	4,885	4,874	3	Dark Flare	Cle Meteorite Ore, Lord Crystal, Red-Hot Stone	Demiurge Tower
Valnoah	90,369	999	65	Demon	Wind	832	184	464	672	656	368	352	55,000	20,000	2	Zobeld (Enhanced Damage), Zelpheed (Stun, Enhanced Damage), Zhavkack (Thunder, Mass Attack)	Ultimate Blessing, Golden Barome	Demiurge Tower
Verktora	7,788	162	50	Demon	Fire	224	202	244	310	294	159	151	4,248	4,160	5	Gust Howling, Wave Smash	Raw Diamond, Stun Draught	Volcanic Isle of Drokonia
Volt Spine	3,200	40	30	Soft	Earth	155	147	152	121	132	172	123	1,212	1,232	3	Mortal Fear (Venom), Thunderburst	Heal Potion, Raw Ruby, Physical Remedy, Jubon Rock, Cherry-Red Cloth, Zestia Leaf	Mt. Gabel (After the Darkening)
Voorst	2,924	106	27	Beast	Fire	176	106	148	110	150	135	135	1,324	1,195	3	Gust Howling (Mass Attack), Wave Smash (Stun)	Heal Leaf, Stun Cure, Wisdom Oil	Forest Maze
Vulture	307	55	8	Flying	Wind	43	29	63	30	53	28	30	180	255	2	Poison Bite, Rib Crunch, Claw Bites	Heal Powder, Heal Leaf, Alma Iron Ore, Black Star Sand	Gale Canyon
Vuran	6,420	83	38	Human	Wind	226	197	167	581	910	141	139	1,794	977	6	None	Raw Tourmaline, Chabu Liquid	Sewers (After the Darkening), Kabel Ruins (After the Darkening)
Wikid	7,636	99	54	Human	Wind	252	261	231	181	190	189	187	2,877	3,392	5	Plague, Blind	Panacea, Bronze Barome, Wind Spirit Stone	Wind Tower
Zurvlai	1,208	42	21	Beast	Earth	151	70	133	101	88	90	92	777	675	3	Dark Blaze (Blinding)	Blind Cure, Heal Leaf	Kabel Ruins

Bosses

Among the monsters that roam the world, there are soldiers and there are leaders. These upper echelon creatures have exceptional skills and abilities and pose a serious threat. Study them before engaging in combat, and learn their favorite attacks, tactics, and vulnerabilities.

Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	GOLD	EXP	ATTACKS	SPECIAL	ITEMS DROPPED	LOCATION
Avalon (Mortal)	69,760	500	65	Human	Void	400	224	448	640	256	256	256	10,000	10,000	1	Elzebreault, Lavernak (Petrify)	None	Demiurge Tower
Avalon (Resurrected)	257,088	2,000	65	Human	Void	555	242	580	774	328	271	264	10,000	10,000	3	Elzebreault, Lavernak (Petrify)	None	Demiurge Tower
Bubba	45,248	1,024	50	Human	Thunder	2,894	165	320	124	195	210	208	19,200	12,800	4	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)	Zonark Weed, Raw Emerald, Suzna Ice Stone	Doplin Castle (After the Darkening)
Elfin	2,236	75	9	Human	Light	53	22	77	51	70	44	30	1,940	2,074	3	Theft, Power Up, Challenge	Friendship Ring, Noth Rock, Heal Leaf	Gale Canyon
Elliott	78,239	344	52	Human	Dark	290	298	241	496	299	269	267	19,333	21,812	6	Sharp Viper, Argent Flash	Heal Potion, Black Bouquet, Photo of Marienne	Volcanic Isle of Drokonia
Gather Crab	1,074	80	5	Chitin	Earth	38	9	28	19	35	25	24	500	500	Physical (x2), Poison (x1)	Venom (Poisoning), Barse (Spawn Klaw Ant)	Maspergu Tube	Hunter's Wood
Gorgoneon (Golden Giant)	140,260	242	57	Giant	Void	380	186	314	474	354	300	300	20,024	29,934	2	Crimson Heat	Chibu Gold Dust	Gale Canyon
Inferno	13,246	288	42	Demon	Dark	271	177	273	428	157	123	131	10,000	10,923	5	Savage Fist, Scatter Fist	Magic Bottle, Panacea, Heal Bottle	Kabel Ruins (After the Darkening)
Infinite One	365,856	999	65	Unique	Void	768	256	999	960	384	320	320	10,000	10,000	3	Half Special, Half Normal, Destruction Fist (Critical), Oblivion Light (Terminates Benefits), Appearance Time (Mass Attack), Worse Nightmare (Petrify), Lightning Purge (Mass Attack)	Ball of Beginning	Demiurge Tower
Marienne	91,040	301	52	Human	Dark	219	200	160	434	309	321	323	21,845	20,000	5	Power Play	Panacea, Heal Potion, Restore Leaf	Volcanic Isle of Drokonia
Mighty Balken	1,775	198	13	Human	Light	162	26	33	101	118	31	30	2,500	2,500	1	Rage Wind	Doplin Cloak, Spirit's Blessing, Heal Leaf	Doplin Castle
Mountain Morg	896	160	18	Plant	Earth	79	4	100	327	78	9,999	9,999	3,000	5,000	3	Eat, Eat, Eat	Heal Leaf, Green Glow Moss	Mt. Gabel
Rauss (Black Swordsman)	84,041	784	56	Human	Dark	369	149	297	361	305	313	305	40,000	30,000	4	Half Special, Ultimate Fang	Fargoh Cloth, Magic Powder, Holy King's Gem,Ominous Helmet,	Paradise Isle of Phorchoon
Rauss	220,297	784	58	Human	Dark	384	245	345	496	383	408	401	50,000	40,000	7	Ultimate Fang, Assault Fang, Destruction	Ultimate Blessing, Resurrect Bottle	Wind Tower
Raynof the Brave	28,000	400	25	Human	Light	197	74	200	152	160	160	160	20,844	11,627	3	Spirit World	Heal Potion, Red Emblem, Bronze Barome	Doplin Castle (After Mt. Gabel)
Slogar	16,763	181	24	Demon	Dark	194	62	186	160	109	144	160	8,192	6,500	1	Dust Break	Magic Powder, Spirit's Blessing, Gross Guts	Kabel Ruins
Storm Idol	45,248	1,024	50	Giant	Thunder	384	200	256	480	320	320	320	30,000	20,000	3	Temperius, Ozmarakai	Goddess's Blessing, Spell of Thunder	Thunder Mine
Val Kenus	86,028	600	53	Demon	Fire	417	157	321	633	363	341	277	25,000	23,335	1	None	Volcanic Isle of Drokonia	
Var Kurtz	52,217	640	53	Demon	Fire	625	249	318	520	368	306	306	25,000	13,335	1	Lava Storm	None	Volcanic Isle of Drokonia
Var Zelph	142,273	845	53	Demon	Fire	447	141	465	748	348	369	314	25,000	29,536	1	Volcanic Storm, Mad Howling, Meteor Breath	Heal Powder, Heal Potion, Heal Leaf, Magic Bottle, Fruit of the Gods	Volcanic Isle of Drokonia
Velna	46,016	999	60	Human	Dark	302	254	462	764	457	284	283	102,400	34,135	5	Block Special, Striking End (Death), Final Wedge	Spell of Dark	Demiurge Tower
Vestra	98,880	960	60	Origin	Void	400	201	481	633	505	9,999	9,999	80,000	26,665	2	Acolyte's Fist, Block Normal	None	Demiurge Tower
Wicked Crystal (Dark)	60,808	256	63	Demon	Dark	400	0	256	256	256	256	256	256	30,000	21,845	3 + Special Zoel Nau Seez (Dark), Iba Squa Doran (Light), Beld Zure (Light)	Restore Leaf, Lord Crystal, Divine Bluelce Gem	Demiurge Tower
Wicked Crystal (Earth)	60,808	256	63	Demon	Earth	400	256	256	256	256	256	256	46,000	21,845	3 + Special	Gan Rugas Lor (Earth)	Heal Potion, Lord Crystal, Bronze Barome, Divine Scarlet Gem	Demiurge Tower
Wicked Crystal (Light)	60,808	256	63	Demon	Light	400	256	256	256	256	256	256	30,000	21,845	3 + Special	Zoel Nau Seez (Dark), Iba Squa Doran (Light), Beld Zure (Light)	Restore Leaf, Lord Crystal, Divine Gem of Dawn	Demiurge Tower
Zoan Stoara	27,338	645	26	Demon	Dark	218	89	168	139	144	149	151	15,000	10,250	1	Gusto Blow, Crackdown Buster	Heal Leaf, Silver Barome, Wind Oil, Restore Leaf, Spirit Blessing, Calamity Horn	Doplin Castle (After Mt. Gabel)

Arena Monsters

On the Paradise Isle of Phorchoon, there exists an Arena of Sport. Gladiators and champions from around the land gather there to test their strength and win valuable prizes. The following is a chronicle of various enemies you can face in each of the different Arena battle types.

Gambling Arena Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Bakinator	15,029	19	29	Human	Light	300	272	139	65	15	220	220	4	Ow! (Enhanced Damage)
Gnasher	15,480	78	37	Beast	Earth	480	314	206	320	300	210	210	1	Dark Blaze
Doplin Warrior	15,000	182	54	Human	Void	230	250	121	170	180	230	230	4 + Special (7)	Gale Slash (Enhanced Damage), Jack Slay (Chance of Autokill)
Spicy Pudding	6,003	292	37	Soft	Void	200	95	197	200	60	820	820	5	Poison Bite, Half Damage
Dino Rex	6,411	102	49	Beast	Light	580	25	224	500	9,999	900	900	2	Crazy Gas
Ajazworg	33,570	260	55	Soft	Water	350	160	295	450	1,200	150	150	3	Demon Blaze (Fireballs), Rotten Breath (Venom)
Hectonkeires	80,000	560	51	Giant	Thunder	360	80	298	450	6,220	120	120	2	Dread Buster (Enhanced Damage), Quake Bomb (Enhanced Damage)
Zoan Digre	150,000	790	58	Demon	Void	400	540	168	550	560	190	190	1	Gusto Blow (Enhanced Damage), Crackdown Buster (Enhanced Damage), Toxic Dark

Battle Manias Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Goa Munk	16,601	205	61	Chitin	Dark	521	209	372	434	9,999	1	1	3	None
Hellspawn	80,257	222	51	Giant	Fire	275	309	298	660	9,999	281	285	5	Fighting Spirit (STR Doubles)
Mortar Head	9,720	978	57	Giant	Void	470	154	314	506	9,999	220	220	2	Crimson Heat, Block Earth
Ram Demon	160,968	163	61	Demon	Dark	700	255	296	620	200	9,999	9,999	1	Block Normal, Death Game, Chaos Breath (Seal), Abyss Whisper (Mass Attack)

Free Fight Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Abyss Servant	11,988	323	54	Human	Dark	188	581	231	373	6,462	221	219	8	Blind
Baki Knight	18,352	19	29	Human	Earth	292	144	139	198	143	131	132	8	Ow! (Enhanced Damage)
Bubba	100,000	320	66	Human	Fire	420	197	320	500	9,999	230	230	5	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Dark Jackal	15,021	384	29	Beast	Wind	272	173	160	300	130	189	184	4	Terror Howl (Fear)
Deep Invader	15,480	78	37	Beast	Void	120	122	206	191	82	26	28	8	Dark Blaze (Fireball)
Gorva	50,000	80	35	Chitin	Earth	330	297	180	355	9,679	200	200	4	Venom
Gust Raven	16,059	127	65	Flying	Dark	259	520	332	385	5,735	141	136	3	Inferno (Fireballs), Poison Beak
Luo Do Nash	16,120	398	61	Spirit	Dark	298	247	306	528	9,967	112	120	1	Dark Hymn, Dark Roar, Half Special
Lyps Master	15,072	64	30	Plant	Earth	180	100	728	385	412	536	505	3	French Kiss (Enhanced Damage), Offers 10,000 Gold and EXP
Mythical Giant	44,640	222	51	Giant	Dark	460	181	298	400	230	170	170	5	Fighting Charge
Salamander	14,016	72	62	Soft	Water	187	371	152	313	420	268	283	3	Mortal Fear (Venom)

Free Fight Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Beefcake	30,289	222	51	Giant	Earth	340	85	298	500	5,260	120	120	2	Fighting Spirit (Doubles STR)
Bubba	100,000	320	66	Human	Fire	420	197	320	500	9,999	230	230	5	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Danger Zone	13,962	188	44	Plant	Water	270	479	204	460	5,774	120	130	1	Poison Dust (MP Theft)
Dark Executioner	25,000	163	61	Spirit	Dark	300	129	360	380	5,984	165	165	8	Chaos Breath (No MP Moves), Death Game, Spellbind, Cause Fear
Dark Jackal	16,009	96	29	Beast	Wind	160	141	160	108	4,975	166	164	4	Terror Howl (Fear)
Gormekila	12,000	141	61	Chitin	Earth	282	241	372	380	5,804	288	304	2	Block Earth
Gorva	50,000	80	35	Chitin	Earth	330	297	180	355	9,679	200	200	4	Venom
Hellhound	22,500	170	61	Demon	Fire	200	385	308	420	5,798	199	199	8	Wave Smash (Stun), Gust Howling (Enhanced Damage)
Stiel	260,000	384	10	Human	Void	280	690	319	440	9,999	50	50	5	Hyper Arts (Cause Death, Fear, Stun)
Vixon the Great	55,000	999	60	Human	Light	450	152	286	560	9,999	300	300	2	Blessed Blast
Wasteland Outlaw	14,005	147	29	Human	Earth	159	144	139	134	5,839	195	68	8	Ow! (Enhanced Damage)

Dream Match Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	SPECIAL
Avalon	666,048	999	97	Human	Void	470	270	580	1,500	9,999	600	600	6	Petrify, Dispel Enchantment, Group Attack, Enhanced Damage
Bubba	140,000	320	74	Human	Earth	460	229	384	550	6,223	230	230	6	Dancing Revolver, Burning Soul (AP Charge), Lonely Armor (Raises DEF), Final Bullet (Enhanced Damage), Violet 7 (Enhanced Damage), Memory (HP Recover)
Elliott	80,000	408	52	Human	Dark	310	522	241	500	9,999	120	120	6	Sharp Viper, Argent Flash
Marienne	60,000	909	52	Human	Dark	260	200	160	500	9,999	230	230	5	Power Play, Instant Death, Group Attack
Mighty Balken	40,000	236	13	Human	Light	250	186	161	300	300	220	220	2	Group Attack
Rauss	140,265	784	58	Human	Dark	400	277	345	560	9,487	472	465	7	Ultimate Fang, Assault Fang, Destruction
Raynof the Brave	50,000	400	25	Human	Light	300	330	200	460	384	240	240	3	Spirit World (Group Attack)
Slogar	50,467	725	24	Demon	Dark	470	606	250	680	7,725	230	230	1	Dust Break
Stiel	1,080,000	968	99	Human	Void	320	368	319	800	9,999	50	50	11	Instant Kill, Stunning Blow
Velna	140,000	999	60	Human	Dark	300	260	462	620	9,999	340	340	5	Block Special, Striking End (Death), Final Wedge
Vestra	80,735	960	60	Origin	Void	300	200	481	480	1	9,990	9,990	2	Acolyte's Fist, Block Normal
Vixon the Great	90,515	999	60	Human	Light	450	216	286	420	270	260	260	2	Blessed Blast (Group Attack)

Centurion Challenge

Among the Giants of Jinga, there sits a portal to a chamber of challenge. Many warriors have passed through that portal to test their skills, but none have ever returned. Test your skills in the Centurion Challenge—but be aware of what you will face.

Centurion Challenge Monsters

NAME	HP	MP	LEVEL	RACE	ATTRIBUTE	STR	AGL	CHA	INT	MEN	HI DEF	LO DEF	ATTACKS	GOLD	EXP	SPECIAL
Alza Brachya	5,901	122	40	Demon	Dark	225	170	208	152	131	136	136	5	3,128	3,026	Nightmare (Sleep)
Avenging Spirit	32,691	324	37	Soft	Water	720	95	197	956	1	900	900	1	10,234	16,048	Half Normal, Propagate
Bloody Idol	260,577	254	63	Giant	Fire	450	21	298	540	1,500	100	100	3	41,096	37,400	Full Power, Iron Muscle
Dark Warrior	20,011	99	39	Spirit	Void	600	553	199	314	5,000	200	200	8,374	12,146	6	Branded Curse (Spellbind), Hate Force (Enhanced Damage), Death Count (AP Theft)
Death Guardian	181,284	178	57	Giant	Fire	1,080	186	314	1,210	500	400	1	3	30,616	30,093	Crimson Heat (Group Attack)
Demon Dog	20,012	458	61	Demon	Fire	400	560	308	262	9,999	203	200	6	20,792	17,557	Gust Howling, Wave Smash (Group Attack)
Earth Lord	600,000	999	95	Demon	Dark	530	704	416	700	9,999	225	225	5	135,584	100,194	Dialotos (Group Attack)
Fatal Sorcerer	50,296	302	61	Spirit	Dark	180	503	306	400	9,999	145	145	1	60,602	23,578	Dark Roar, Dark Hymn (Group Damage), Half Special
Maiden of Mayhem	200,290	999	99	Demon	Wind	832	480	256	576	9,999	448	448	1	30,000	34,874	Zobeld (Enhanced Damage), Zelpheed (Stun, Enhanced Damage), Zhavkack (Thunder, Mass Attack)
Nether Demon	56,000	432	62	Demon	Earth	290	232	352	560	9,500	272	272	7	33,280	23,445	Crag Buster, Cause Death
Night Spawn	30,389	19	61	Human	Earth	240	624	139	358	4,015	170	170	8	9,109	8,184	Ow! (Enhanced Damage)
Prancing Jester	20,480	300	30	Soft	Earth	280	979	152	220	520	160	160	6	15,132	6,533	Mortal Fear (Venom), Thunderburst
Steel Beast	50,489	525	61	Chitin	Earth	560	95	372	820	512	600	600	3	18,453	10,847	None
Subterranean	40,120	430	37	Beast	Dark	184	186	206	1,985	2,000	320	320	8	10,089	5,493	Dark Blaze, Plague
Underground King	60,030	992	42	Demon	Fire	320	81	369	664	1	9,999	9,999	5	60,208	40,032	Savage Fist, Scatter Fist
Wings of Death	70,459	415	55	Flying	Fire	420	500	268	650	4,000	300	300	4	34,015	21,489	Inferno (Group Attack), Claw Bites, Poison Beak (Poison)

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